PRIMEVAL

EVOLUTION

THE ROLE-PLAYING GAME

PRIMEVAL EVOLUTION CREDITS

WRITING
Kieran Turley

ADDITIONAL WRITING
Mark Lawford
Edd Kendrick
Alasdair Stuart

EDITING
Benjamin Watkins

GRAPHIC DESIGN
Lee Binding

LAYOUT
Russell Purdy

LINE DEVELOPER
Gareth Ryder-Hanrahan

MANAGING EDITOR
Andrew Kenrick

ART DIRECTOR
Jon Hodgson

CREATIVE DIRECTOR
Dominic McDowall-Thomas

SPECIAL THANKS
Impossible Pictures

GAME SYSTEM
based on Doctor Who: Adventures in Time and Space, DESIGNED AND WRITTEN by David F. Chapman.

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INTRODUCTION

The book you hold in your hands, or view on your digital format of preference, gives you all of the information you need to play and run games set during and after Series 4 and 5 of the *Primeval* TV show. The book contains updated information on existing characters and locations, and new entries for those people and places introduced in the last two series of the show. The book also covers the *Primeval* webisodes that were used to cast light on events between Series 3 and 4 and introduced us to Gideon Anderson, Matt Anderson and Jess Parker.

Between these covers you'll find a host of ideas for running campaigns set during Series 4 and 5; you'll also find ideas for running games set in the aftermath of Philip Burton's disastrous attempt to create unlimited energy for the planet. The book is chock full of alternate campaign frameworks, new technology, new locations, new rules for Anomalies, and ideas for new threats. If you are looking for statistics for creatures presented in Series 4 and 5, many of them have already been written up in the *Primeval Companion*. Some other creatures can be found in Chapter 5: Episode Guide linked to the episodes they appeared in.

A whole plethora of non-ARC campaign ideas are covered in the book, and whether you're running a game based on the Village campaign framework from the *Primeval Core Rulebook* or the PanaceaCorp conspiracy from the *Primeval Companion*, you'll still find lots to add colour to your game. In fact, the events of Series 4 and 5 make a magnificent backdrop for non-ARC games and can drive a host of new plots.

The fallout from the end of Series 5 has the potential to change your game entirely, sending it spiralling in new directions and offering you almost endless new possibilities. This guide covers everything you need to know so that you can integrate these changes into your campaign.

CHAPTERS

This book contains the following chapters:

Chapter 1: The New ARC

All the updates and changes that the ARC undergoes from Series 3 onwards. The chapter contains alternate ARC campaign frameworks, a map of the new ARC facility, and highlights the changes to the ARC's structure and personnel roster.

Chapter 2: Characters in Series 4 and 5

Updated profiles for the existing characters and new entries for the characters introduced in Series 4 and 5.

Chapter 3: Prospero Industries

A discussion of the organisation, staff, and history of Prospero Industries, the private corporation owned by Philip Burton.

Chapter 4: New Technology

Statistics and information for new technology encountered by the ARC team such as the New Dawn Device, Matt Anderson's Electro Muscular Disruption weapons, and the HMS *Gartside*.

Chapter 5: Episode Guide

A synopsis of every episode from Series 4 and 5. Also included are creatures from Series 4 and 5 not found in the *Primeval Companion* and suggestions for further adventures.

Chapter 6: Once and Future Characters

Rules for out-of-time characters and suggestions for playing characters lost in space and time.

Chapter 7: The Time Tribe

A campaign framework for those who wish to play the nomads of the time-stream. The Time Tribe's people, places, and agenda are covered in detail.

Chapter 8: For Queen and Country

A campaign framework for playing in the Victorian era. Are you a big game hunter looking for a new challenge? A student of Charles Darwin? A foot soldier in the "Bone Wars"? A Victorian occultist? Or simply a bored member of the nobility seeking new thrills?

Chapter 9: Dark Futures

An overview of the predator-ridden Earth that Helen Cutter pilfered her technology from and the Toxic Earth that Matt Gideon comes from. Also included are new dark futures and information for building your own future.

Chapter 10: The Sterile Earth Conspiracy

A description of Matt Anderson's conspiracy, including the other conspirators, an overview of their preparations, and how they blend into the present.

Chapter 11: Changing History

More rules for temporal damage and how to use temporal damage to influence the future. If Matt Anderson and Helen Cutter can do it, so can you!

Chapter 12: Adventures

Three scenarios inspired by material presented in the preceding chapters.

THE NEW ARC

From its genesis at the end of Series 1, the ARC has been plagued by internal conflict. Oliver Leek and Christine Johnson both caused significant problems for the team over their time with the ARC. Externally, the threat of publicity, the actions of Helen Cutter, and the mystery of the anomalies have conspired to keep the team off-balance.

The deaths of Leek, Johnson, and Cutter should have allowed the ARC to refocus its efforts on the anomalies but this was not to be. The end of Series 3 sees an ARC gutted of personnel. Danny, Abby, and Connor are all lost in time trying to stop the machinations of Helen Cutter. Sarah and Becker vow to find them but a year later sees Sarah dead from the attempt, leaving Becker and Lester to ponder their futures.

The opening of Series 4 shows a new ARC under the command of James Lester but tied closely to the sinister Prospero Industries. Becker remains in command of the military presence but a significant scientific and security contingent under Philip Burton's leadership now works within the confines of the ARC. James Lester reports jointly to both Philip Burton and the Minister.

This chapter outlines the history of the ARC from its rebirth at the end of Series 3 until the end of Series 5. The

ARC's new structure and an updated list of group traits are outlined for those who wish to include the ARC as their main campaign focus.

THE ARC IN SERIES 4 AND 5

ORGANISATION

The Home Office embraces privatisation in the interlude between Series 3 and 4. Prospero Industries, under the leadership of Philip Burton, partners with the Home Office to fund the new ARC facility. The synergies between Burton's scientific research company and the Home Office's experienced field teams are obvious to the Minister. It doesn't hurt that Burton has a lot of connections and offers to pour vast amounts of money into the organisation.

James Lester is in charge of the day-to-day running of the ARC, reporting to both Philip Burton and the Minister. Burton is more interested in the results produced by the research teams and only occasionally interferes with operations. Lester and Burton are both strong-willed individuals with powerful egos destined to clash with each other.

Burton annoys Lester, who sees the businessman as a dangerous upstart and a threat to his authority. Lester's reaction is not unexpected; every person the Home Office have arranged to assist running the ARC has turned out to be a lunatic or a traitor. For his part Burton has little interest in Lester as long as he gets what he wants from the organisation. Burton does get a certain amount of enjoyment out of teasing Lester, mentioning meetings with the Minister and using Lester's office just because he can.

The ARC's original command structure, broken down by department, remains intact. A new department has been introduced under the command of Philip Burton and operates semi-independently of the other sections. James Lester runs the Command Department, liaising with the Home Office. Matt Anderson serves as the ARC's field team leader and is also responsible for groups that support the operations. Anderson takes his job very seriously and one of his first acts was to ban civilian recruiting for field teams. Hilary Becker is in charge of the Security Department, reporting to Matt Anderson and after a rocky start grows to respect Anderson's choices. More information about the department can be found in the Primeval Core Rulebook.

The ARC remains a shadowy project and outside of the Home Office little is known about their agenda or organisation. The Ministry of Defence has had some dealings with the ARC in the past in the person of Christine Johnson and more recently when Admiral Marston joined Lester and Jess Parker in the ARC during the North Sea mission. Other government departments only become aware of the ARC if they stumble across something "big" and even then they mostly believe it is some kind of Home Office "black ops" team. After the Convergence event this is likely to change with various individuals within the government scrambling to gain a foothold in the organisation.

The day-to-day running of the ARC has remained much the same with the changeover; the main difference being the introduction of multiple field teams and an increased presence out of office hours. The ARC has over one hundred personnel assigned to it including the primary field team, a number of secondary teams, scientists, media experts, medical staff, SAS security troops, animal handlers, Prospero Industries security personnel and a number of administrators. The ARC also possesses a small cleaning staff with unfeasibly high security clearances. The field teams, with the exception of Abby and Connor, all have military backgrounds. While the primary team along with Jess Parker and James Lester get the most "screen time" a number of other field teams exist, after all, saving the world is a 24/7 job.

THE ARC TIMELINE

This section outlines events that relate to the ARC's technology, building, personnel, and organisational structure from the end of Series 3 onwards. This includes changes to the personnel roster and insights into the technology available to the ARC such as Connor's inventions and the technological tricks used by Jess Parker.

AFTER SERIES 3

- Sarah Paige is killed by future creatures while attempting to recover the lost ARC team members.

- Hilary Becker tenders his resignation when Danny, Abby and Connor are declared officially dead.
- Prospero Industries, led by Philip Burton come to an arrangement with the Minister to jointly run and fund the ARC.
- The ARC moves to a new secure building.
- James Lester brought back on board and demands Hilary Becker as his head of security.
- Jess Parker hired as field coordinator.
- Hilary Becker reconsiders resignation when he hears that James Lester plans to keep looking for his lost companions and rejoins the ARC.
- The ARC's organisational structure is revamped and the new field teams formed, though they do not see action until the Convergence event.
- Matt Anderson hired as team leader, his falsified CV makes him seem like the ideal candidate for the job.
- Matt Anderson makes decision that non-military personnel will not be allowed in ARC field teams.

SERIES 4

- Jess Parker accidentally releases the Dracorex which promptly wrecks Lester's office. The creature is trapped in the office, showing how strong the room actually is.
- Abby and Connor return to the present to find out that they don't have jobs anymore.
- Abby offered low-level job managing the Menagerie.
- Matt Anderson arranges to have Abby and Connor reinstated following their handling of the giant burrowing beetles.
- The ARC team have their first encounter with the Time Tribe, this is the ARCs first encounter with a group that knows about Anomalies that isn't totally hostile.
- Philip Burton decides to kill all the creatures in the Menagerie but later reverses the decision. The reasoning behind this may be to isolate Abby Maitland from Connor Temple.
- Connor Temple begins to officially work for Prospero Industries in his free time.
- Connor Temple reveals his Anomaly Dating Calculator; the device becomes useful later when recovering Emily Merchant from her own time.
- Danny Quinn reappears briefly before following his brother, the villain also known as Ethan, back through time.
- Connor Temple realises that thousands of Anomalies will soon open all over the world in a Convergence event. Philip Burton tells Connor to keep it to himself and they will deal with it.

SERIES 5

- Philip Burton uses the ARC's internal security cameras to spy on Matt Anderson and Danny Quinn.
- Jess Parker uses ground penetrating radar to get a map of the underground tunnels created by a giant burrowing beetle.
- Jess Parker intercepts calls to police about giant beetle.
- Jess and Connor integrate city maps and underground tunnels to find the giant burrowing beetle's lair.
- Matt Anderson explains to Abby that he is from the future; he shows her holographic images of a devastated future Earth.
- The ARC work with the Admiralty to close an Anomaly in the North Sea.
- Matt Anderson travels back to the Victorian Era and saves Emily Merchant from Bedlam Asylum.
- Connor Temple manages to open an artificial Anomaly inside the ARC using his New Dawn Prototype device.
- Small future beetles emerge from the artificial Anomaly and kill a security guard, prompting the ARC computers to initiate a lockdown.
- The team bring Jess Parker to the medical wing after she goes into anaphylactic shock following a beetle bite. They can't find any adrenaline in the medical wing.

- Philip Burton tries to destroy the ARC using a secret self-destruct but it fails due to beetles gnawing at the wires.
- Matt Anderson downs a fully grown T-Rex with an EMD fulfilling his prediction of their effectiveness.
- As multiple Anomalies start opening, Jess Parker assigns all ARC military and security personnel to field teams and coordinates efforts to stop as many creatures as possible.
- April Leonard is apparently killed by a flock of pterosaurs.
- James Lester guns down an Arboreal Raptor for daring to scratch his new Jaguar.
- New Dawn Anomaly draws power from all the open Anomalies and forms a single massive Anomaly.
- Matt, Abby and Connor visit the future Earth where Matt Anderson grew up.
- Philip Burton, finally realising that Helen Cutter tricked him, sacrifices himself trying to destroy the New Dawn Anomaly.
- Jess and Lester play cat and mouse with future predators in the ARC.
- Matt Anderson drives a truck containing Connor Temple's prototype Anomaly device into the New Dawn Anomaly and succeeds in closing it.
- Just when the team wonder what they will do now that the Anomalies have stopped, Lester gets a call; a train has vanished in King's Cross Station.
- Matt Anderson sees a version of himself covered in dirt and injuries; the spectre tells Matt that he has to go back.

AFTERMATH

The events of Series 5 change the ARC forever. The following major threats and complications still exist and could be used for further adventures:

CLEAN UP

Hundreds of Anomalies opened all over the world. How many time-lost creatures now wander the world? Almost certainly there are too many monsters for the ARC teams to capture quickly. As time passes, the creatures spread out and get harder to locate. The Menagerie is likely to need an extension and our hunters are going to have to be more cunning.

EVERYONE KNOWS

The public has been made aware of the existence of Anomalies. Will the ARC and the world governments claim that they were a one-off event and continue to have the ARC do its work in secret? Maybe the government will embrace the public and set up regional teams to deal with Anomalies?

If you don't want to make the Anomalies public in your game you can decide that most of them opened up in isolated areas far from humans. Maybe the Convergence caused massive magnetic interference, scrambling most recording devices and preventing the videos and pictures from flooding the internet.

PATRICK AND DANNY QUINN

Patrick and Danny Quinn are still out there somewhere, lost in time and, in Patrick's case, bearing a monstrous grudge. Can the characters help Danny get his brother home? Can the characters survive another encounter with the homicidal Patrick?

THE TIME TRIBE

The very existence of a group of time-lost wanderers could damage the delicate nature of space and time. What do the characters do when approached by a member of the Time Tribe who claims they have discovered another threat to all of mankind?

MATT AND EMILY

Both Matt Anderson and Emily Merchant are people out of time. Their continued existence in the present puts incredible stress on the fabric of time. Matt Anderson has already wiped his own future out of existence; he can never go home. What kind of damage does that do to reality? Emily has avoided her fate in the Victorian period but Abby doesn't seem to have forgotten this. Did the proximity of the Anomaly shield Abby from the temporal shift or maybe Emily has just put off her

fate? Will the death of Emily's husband have unfortunate side effects?

THE FUTURE OF PROSPERO INDUSTRIES

Prospero Industries still has a lot of data on the New Dawn project. What are they going to do with this information? See Playing in the ARC Framework on page XX for a campaign idea concerning Prospero Industries.

IT'S INTERNATIONAL

Now that the Anomalies have spread outside of the UK, will they stay that way? Are international Anomalies a way of life from now on? What will the other world governments do?

CHANGES TO THE ANOMALIES

The Anomaly detector didn't pick up the King's Cross event at the end of Series 5. Is this just because it was too heavily damaged or are the new Anomalies somehow different and undetectable?

STRUCTURE

OVERVIEW

The new ARC facility is the second to have borne the name. In the year following the disappearance of Danny, Connor and Abby, the ARC relocates to a new building partially funded by Prospero Industries. This collaboration is part a cost-saving measure and part pragmatism on behalf of the Minister who believes that private industry can motivate the team to perform better. For his part, Philip Burton is more than happy to fund the ARC as this gives him unlimited access to the Anomalies and the existing research left behind by Connor Temple and Nick Cutter. The return of Connor Temple was a massive boost to Burton's research and further cemented his ties to the ARC project.

The new ARC facility is larger than the last, but its dimly-lit rooms add a more oppressive and secretive air to the project. The ARC is built underground beneath a deserted office complex. The building has private underground parking for the staff, extensive laboratories, and even a canteen. Every aspect of the ARC can be controlled from the central hub computer system, enabling Jess Parker to control things like door locks, cameras, and room temperature. The in-house facilities are rudimentary but the ARC is situated within an easy distance of a number of eateries and team members often use this as an excuse to stretch their legs.

The ARC computer system can detect creature incursions and is programmed to lock down the facility in these cases. Philip Burton has external control of this lock down mechanism and can override it as required. A related and sinister aspect of the ARC is the self-destruct mechanism put in place by Philip Burton in order to contain any dangerous situations such as the Future Beatle infestation. Who knows what others contingency plans Burton might have hidden in the darkened walls?

LOCATIONS WITHIN THE ARC

HUB/OPERATIONS

This central area is dominated by Connor Temple's Anomaly Detection Device and Jess Parker's workstation. Banks of massive screens display the information and maps used by the field coordinators to assist the field teams. A number of additional work areas with scientific and technical equipment are arranged around the edges of this area. This area is often used as a briefing room.

SERVER ROOM

This climate-controlled room contains the computer hardware required for running all the ARC's systems. Access to this room is tightly controlled.

INTERVIEW ROOMS

These small, darkened rooms are both interview room and interrogation chamber. They are primarily used for private discussions and for on-boarding of new employees.

MENAGERIE

The Menagerie serves as a containment area for creatures that the ARC has not yet been able to return to their own time. At the start of Series 4, the Menagerie is home to the Columbian Mammoth, the Dracorex and Rex (Abby's Coelurosauravus pet). Other creatures might be found here if the GM wishes. The area has a walkway leading up to an observation area. The Menagerie has its own specialised climate control systems to make life comfortable for the creatures kept here. The cells here are also lead-lined allowing them to survive a gamma radiation pulse.

ARMOURY

The Armoury contains the weapons used by ARC personnel when they are in the field. The security staff also store their weapons here when off-duty. Only personnel authorised to

carry weapons are allowed to withdraw weapons from the armoury. Every item is electronically tagged, and an alarm sounds if a weapon is carried out of the armoury room without the tag being disabled.

At any one time, the Armoury contains enough Electro Muscular Disruption weapons and conventional firearms to arm every field team with a few weapons left over. Tranquilliser guns, body armour and a limited number of explosives are also stored here. Despite what Becker might wish, no tanks are stored here.

STORE ROOMS

These areas contain a wide variety of items, from tea and coffee up to industrial-strength bug killer. Field teams use these rooms to store useful equipment such as survival gear, scuba equipment, and CBRN suits.

MANAGEMENT OFFICES

James Lester has a comfortable office in the central hub. Anderson, Becker, and the department heads also have smaller offices here. The offices don't have outside windows but each one contains a glass wall overlooking the operations area. Burton doesn't keep an office in the ARC, preferring to use Lester's since it irritates him so much.

MEDICAL SECTION

The medical section is a large area with enough room for six beds and workstations. The area also contains a basic pharmacy but there are some glaring items missing, such as adrenaline shots.

CONNOR'S LABORATORY

As part of the agreement with the Home Office, Prospero Industries is allowed to have private research areas, this being one of them. This small lab is highly restricted with only Connor Temple, Philip Burton and April Leonard enjoying unlimited access. It is here that Connor Temple opens the first man-made Anomaly. The lab contains a few work tables, computers, and the equipment required to manipulate and monitor it.

GYM

The ARC contains a small but functional gym where personnel can train and relax. Cross-trainers, treadmills, a small weights bench and a pair of punch bags take up most of the space here.

CANTEEN/RECREATION ROOM

With no permanent catering staff, all food here is pretty basic consisting of reheatable meals or cold foods such as sandwiches, salads and fruit. The recreation room contains a TV, game console and a snooker table. The military men assigned here typically gather around the snooker table, leaving the TV and game console to the others.

GENERATOR ROOM

This sub-basement contains the ARC's backup diesel generator. The room is locked down most of the time, lined with steel and reinforced concrete and virtually inaccessible. The reason for this is because it contains ventilation shafts that lead directly to the surface. In case of a security breach, such as the Future Beatle incident, the designers didn't want to give any creature an easy route to the surface.

MACHINE SHOP

The machine shop is a small room where basic metalwork can be worked on. Connor Temple often uses this place to store spare parts he needs for his inventions.

CAR PARK

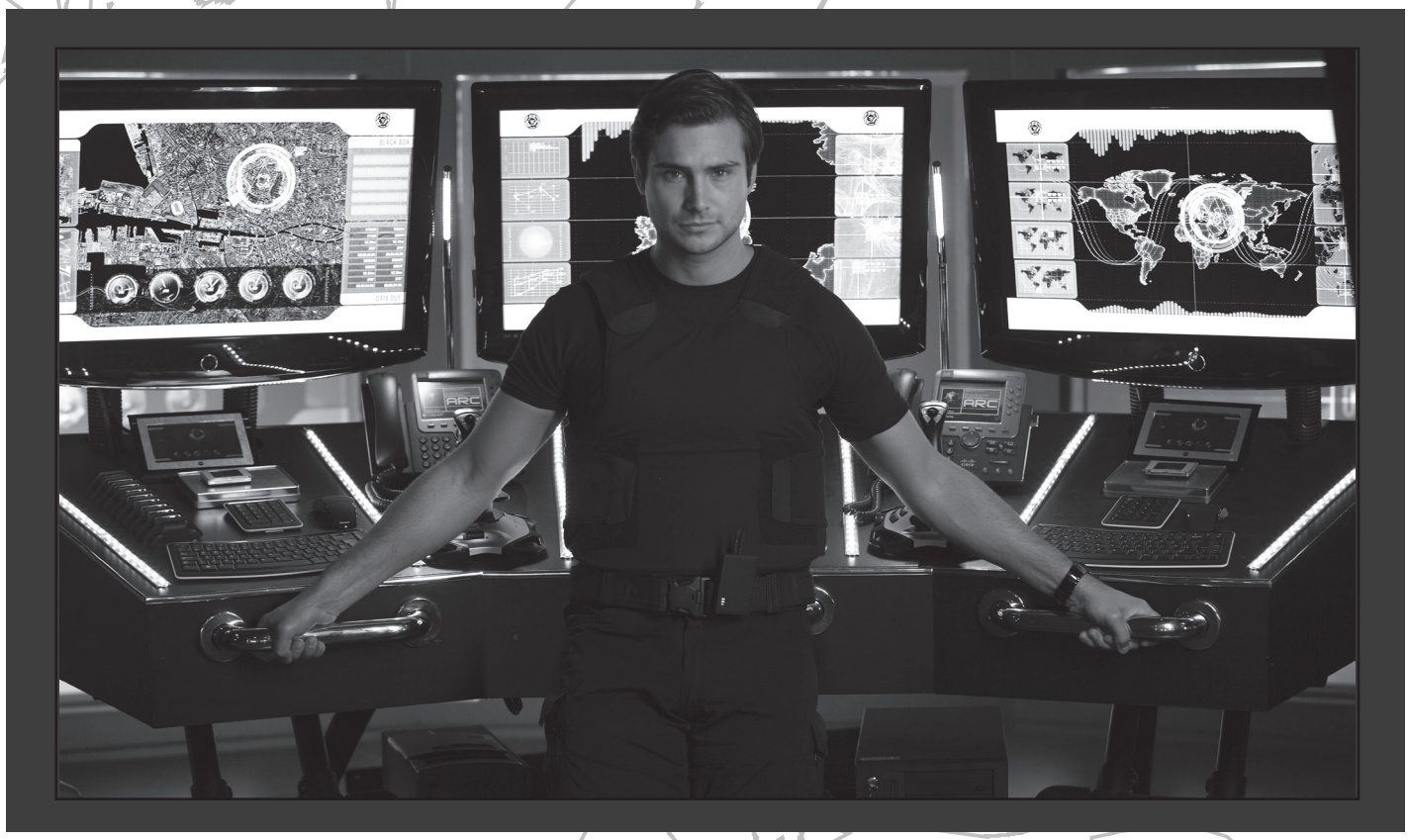
This underground car park is secure and well lit. The ARC personnel use this to store their private vehicles. Lester's new Jaguar has a parking space near the lift with an empty space reserved on either side of it. The SUVs used by the field teams are usually parked there too. A quick look around reveals no sign of a tank, sorry Becker.

BUNK ROOMS/BATHROOMS

These areas are used by staff on long or split shifts. The quarters are dimly lit and quite basic.

PANIC ROOM

This room is shielded from radiation and is also bomb-proof. The original purpose of the chamber was to offer shelter in case of a breach in the Menagerie but it served another use when Connor Temple unleashed a gamma radiation pulse inside the ARC.



ARC GROUP TRAITS

The ARC has advanced a lot since its inception. The ARC from Series 4 onwards has the following traits:

Good Traits: Armoury, Laboratory, Minions, Official Sanction, Secure Base, Menagerie, Archives, Computing Power, We have the Technology x4.

Bad Traits: Demands Results, Dark Secret (New Dawn and the Self-Destruct), Future Doom.

The ARC's Dark Secret could also be covered by a Traitor (Philip Burton) trait. By the end of Series 5, the Future Doom trait should have been removed, but Matt Anderson's ominous meeting with a possible future self brings a new Future Doom trait into play.

PLAYING IN THE ARC FRAMEWORK

The new ARC has a number of field teams which means that you can play as the main protagonists or you can use the events of the last two series as a backdrop to your own campaign. As the series progress, the characters must decide if they will work with Philip Burton or if they will side with Matt Anderson and try to stop the New Dawn project. The characters could also encounter other conspiracies like those mentioned in the Primeval Core Rulebook or the Primeval Companion. A group like the PanaceaCorp might already have corporate connections to Philip Burton and so would be easy to integrate.

If the characters are members of ARC field teams they might be assigned jobs ranging from media clean-ups in the wake of monsters, or continuing Sarah Paige's work on researching the truth behind legends. The latter could lead to a series of adventures hunting cryptids, or dealing with other conspiracies or cults that believe that they have the sole rights to work with the creatures.

Here are a few options for alternate campaigns using the ARC framework:

THE SHADOW ARC

The characters belong to a shadow ARC team with its own facility. This group is funded by Philip Burton and similar to the group lead by Christine Johnson. The team is charged with doing all those dirty jobs that the regular ARC teams won't do. This is a black-ops team with a licence to kill and orders to recover Anomaly data at any cost. A variant

of this could have the characters as an official ARC field team but secretly reporting to Philip Burton.

ANOMALY INTERNATIONAL

The world governments react to the Anomalies by creating international teams backed by the United Nations to respond to Anomaly sightings worldwide. The characters are part of an elite force that jet all over the world trying to locate Anomalies and contain creatures. The characters have to contend with big game hunters, collectors, private companies and frightened locals as they try to limit the damage done to the present timeline.

PROSPERO INDUSTRIES

The death of Philip Burton does not put an end to Prospero Industries. Although the company has a lot of public relations work to do (nearly destroying the world is a tough thing to bounce back from), it has enough knowledge of Anomaly science to make itself invaluable to any government agency. The characters are a team assembled by Prospero Industries to come up with new ways to exploit Anomaly science for profit. The PanaceaCorp conspiracy from the Primeval Companion offers a number of options for this kind of campaign framework.

THE REJECTS

For a more light-hearted option, the characters could be members of the ARC graveyard shift team. The team is considered a running joke by the other ARC members and things never seem to run smoothly for them. The characters are not necessarily incompetent, but may lack social skills, have really bad luck, or display a shocking lack of moral fortitude. This is the type of team that flushes baby raptors into sewers hoping that they'll just vanish and lets the T-Rex eat people they don't like. The characters may have annoyed James Lester or some major political figure, or maybe their former boss secretly hopes that they'll be eaten by the T-Rex.

THE ANOMALY DEFENCE FORCE

The dedicated members of the Anomaly Defence Force (ADF) are an international organisation charged with protecting humanity from the threat of creatures from the Anomalies, and preventing civilians from altering the timeline. The team have just returned from an Anomaly where they shot a psychotic woman named Helen Cutter before she could gun down a group of human ancestors. Sadly one proto-human died, but that shouldn't have a huge impact, should it?

The team come from a now-defunct present where the Anomalies were made public knowledge back in 1851 when one opened during the World Exhibition in London, disgorging a herd of Stegosaurus into Hyde Park. The ADF were formed in 1928 to deal with the Anomalies and have been working with them ever since. If you like the idea of creating alternate timelines and having fun with differences between alternate realities this could be the framework for you.

NASTY WOMAN. WORE A LOT OF KHAKI

Helen Cutter had access to powerful cloning techniques. It is possible that she created a clone of herself and others using this technology. The team could either be people Cutter has recruited or, for some real existential gaming, they could be clones of Abby, Connor, or anyone in the organisation. Cutter has gained control of the old ARC facility and has her own agenda: the cloning process is unstable and she needs more future technology and possibly future scientists to figure out how to extend her life. Once this issue is solved, Helen moves back to her original agenda or extinguishing all life on earth.

SQUATTERS

The characters are a group of internet conspiracy nuts who have somehow managed to break into the mothballed ARC facility. At the GM's option, the ARC might still have some of its larger equipment such as the Anomaly Detector in place. The facility still has quite a bit of damage left over from Helen Cutter's bomb attack; mostly to rooms that weren't used on a daily basis. What does the group do when the Anomaly detector goes off? What do they do when they start intercepting communications from the current ARC teams? Do the characters lend a hand when the Convergence event occurs and thereby earn their spurs and become an official field team?

CHARACTERS IN SERIES 4 AND 5

This chapter provides backgrounds and characteristics for the main characters appearing in Series 4 and 5. The history of the ARC is a turbulent one: between time-shifts and deaths few of the original team remain, and those that do have not weathered the changes unscathed. The statistics below represent the characters as they stand towards the end of Series 5.

THE CHARACTERS

ABBY MAITLAND

Age 25

"…after all we've done here, is this how we're going to be remembered?" - Episode 4.4

Abby has come a long way from the grinning girl that featured in the first three series. The Anomalies represented a dream job for Abby, but she's since come to realise that there is a lot more at stake than simply getting the chance to work with extinct species. A year in the Cretaceous has honed the young woman's survival skills and formed a strong bond between her and Connor Temple.

Abby remains grounded in reality and displays a keen instinct about people as she questions the motivation of both Matt Anderson and Philip Burton. Abby is also compassionate and goes to the trouble to find out what happened to Emily Merchant, feeding the information to Matt so that he can save her.

Awareness 4 Coordination 4
Ingenuity 3

Presence 3 Resolve 4
Strength 2

Skills: Animal Handling 3 (Reptiles 5), Athletics 4, Convince 2, Craft 1, Fighting 3 (Kickboxing 5), Marksman 3, Medicine 1, Science 2, Subterfuge 4, Survival 4, Technology 1, Transport 2

Traits:

- **Animal Friendship (Minor Good Trait):** Abby gets a +2 bonus to Animal Handling when trying to calm animals.
- **Attractive (Minor Good Trait):** Abby is very attractive and gets a +2 to rolls relying on her charm and appearance.
- **Experienced (Special Trait):** Abby's experienced more than people twice her age.
- **Martial Artist (Major Good Trait):** Abby's a skilled martial artist. She can use Coordination instead of Strength when attacking, and does Strength +2 damage when she kicks you in the face.
- **Pet (Minor Good Trait):** Abby unofficially adopted Rex (See *Primeval Core Rulebook* book for details).
- **Animal Lover (Minor Bad Trait):** Abby can't stand to see animals being hurt.
- **Dependents (Minor Bad Trait):** Abby's brother Jack is the only family she has.
- **Emotional Complication (Minor Bad Trait):**

Abby is in love with Connor, but he's entangled with Philip Burton and she feels he's hiding things from her.

- **Phobia (Minor Bad Trait):** Abby's frightened of spiders.
- **Empathic (Minor Good Trait):** Abby has developed a keen instinct for people, probably since they're not so different from animals.

Story Points: 9

CONNOR TEMPLE

Age 27

Matt: "Well hurry up, without power we can't get back through the Anomaly."

Conner: "Really? Oh, 'cause there was I thinking we could all just stick our arms out the portholes and paddle our way back to the 21st century." - Episode 5.2

Connor has come a long way from the hair-brained student that wormed his way onto Nick Cutter's team. Smart, lucky in love, and hardened by a year of living rough in the Cretaceous, Connor is more confident than ever before. It is Connor that never gives up hope of going home when trapped in the past, and Connor who manages to find and operate the Anomaly Opening Device to get himself and Abby back to the present.

Despite all this, Connor still falls under Philip Burton's spell and helps him to generate the first ever artificial Anomaly – inadvertently triggering the apocalypse that Matt Anderson was sent to the present to prevent.

Connor remains the brains of the ARC team, constantly striving to come up with new solutions to problems (such as the Anomaly Dating Calculator). While Connor has matured in many ways, he is still open to manipulation though his love of science. Underneath it all, he is still the nerd of the ARC team.

Awareness 3	Coordination 2	Ingenuity 5
Presence 3	Resolve 4	Strength 3

Skills: Animal Handling 2, Convince 2, Craft 1, Fighting 1, Knowledge 1, Marksman 1, Science 4 (palaeontology 6, physics 6, mathematics 6), Subterfuge 2, Survival 2, Technology 3 (computers **5, electronics 5, hacking 5, robotics 5), Transport 1**

Traits:

- **Friends online (Minor Good Trait):** Connor's year in the past hasn't reduced his contacts among fringe online conspiracy theory groups.
- **Hobby (Trivia) (Minor Good Trait):** Connor knows little about current affairs, politics, arts, history and most other categories of Knowledge, but he's an expert in geek trivia.
- **Technically Adept (Minor Good Trait):** +2 to Technology rolls for fixing and operating complex gadgets.
- **Eccentric – Socially Inept (Minor Bad Trait):** Connor still puts his foot in his mouth far too often.
- **Insatiable Curiosity (Minor Bad Trait):** Hey, what's that thing?
- **Unlucky (Minor Bad Trait):** If it can go wrong for Connor, it does.

Story Points: 12

DANNY QUINN

Age 41

Danny: "Let me introduce you to Molly."

Abby: "Molly?"

Conner: "Hang on… you named your stick?"

Danny: "Listen, it was just me and the Terror Birds for six months. Believe me, you start naming things." - Episode 4.7

When Danny steps out of the prison Anomaly in Series 4, he has spent six months trapped millions of years in the past on the lonely plains of South America. Danny weathered his time in the past well, having always been strong-willed and a bit of a loner. Even when confronted with the fact that his brother is a mass murderer, Danny keeps it together and becomes determined to return Patrick to the present so that he can get help.

Danny possesses a strong optimistic streak that allows him to continue on when lesser men would have given up. A year battling for survival against Terror Birds has honed his fighting edge to the point where he's a match for almost anything the South American plains can throw at him.

Awareness 3 Coordination 4
Ingenuity 3

Presence 3 Resolve 4
Strength 4

Skills: Athletics 5, Convince 3, Craft 1, Fighting 5, Knowledge 3 (Streetwise 5), Marksman 3, Medicine 1, Subterfuge 4 (Sneaking 6), Survival 3, Technology 1, Transport 3

Traits:

- **Brave (Major Good Trait):** +2 to Resolve rolls to resist fear.
- **Breaking and Entering (Major Good Trait):** Danny's really good at getting past security.
- **Experienced (Special Trait) x2:** Danny's a hardboiled ex-cop.
- **Favourite Weapon (Minor Good Trait):** Molly, his club.
- **Friends in the Police (Minor Good Trait):** He still has contacts in the London Met.
- **Tough (Minor Good Trait):** Reduce any damage suffered by Danny by 2.
- **Maverick (Minor Bad Trait):** Danny doesn't play nicely with authority.
- **Impulsive (Minor Bad Trait):** Of course he won't throw himself into a random Anomaly.
- **Obsession (Minor Bad Trait):** Danny's determined to bring his brother Patrick home so that he can get the help he needs.

Story Points: 6

CAPTAIN HILARY BECKER

"Whatever happened to the others after they went through the Anomaly I don't know. But I think about it every day."

Becker feels responsible for the loss of Abby, Connor and Danny during the attempt to stop Helen Cutter's insane plan to wipe out humanity. Becker and Sarah Page make several attempts to recover their missing friends – finally resulting in Sarah's death. This final straw causes Becker to resign from the ARC entirely. Becker is convinced to rejoin the new ARC after being told that Lester still believes that Abby, Connor and Danny are alive.

Becker is driven by the desire to save lives and protect those in his care. He initially objects to the new EMD weapons, believing that they are too weak and might put his friends in jeopardy. Becker enjoys flirting with Jess Parker but pulls away before things turn serious.

During the past few years working with the ARC, Becker has become somewhat less hidebound – but his emotional life has become more complicated than ever. Becker has learned how to work with non-military personnel and learned that there is more than one way to skin a raptor.

Awareness 3 Coordination 4 Ingenuity 2

Presence 2 Resolve 4 Strength 4

Skills: Athletics 4, Convince 2, Fighting 4, Knowledge 3, Marksman 4 (assault weapons 6), Medicine 2, Science 1, Subterfuge 2, Survival 2, Technology 2, Transport 3

Traits:

- **Attractive (Minor Good Trait):** Becker is a handsome guy.
- **Authority (Minor Good Trait):** He's an SAS officer and he carries a big gun.
- **Brave (Major Good Trait):** +2 to Resolve tests to avoid fear.
- **Experienced (Special Trait):** Becker's a highly trained soldier.
- **Favourite Gun (Minor Good Trait):** Becker has a new-found respect for EMDs having been shot by one.
- **Minions (Major Good Trait):** Becker's in command of a squad.
- **Obligation (Major Bad Trait):** Becker feels a strong urge to protect the civilian members of the ARC.

- **Emotional Complication (Minor Bad Trait):** Becker has just a touch of survivor's guilt over the loss of his team. Additionally, he has a complicated relationship with Jess Parker.

Story Points: 9

JAMES LESTER

Jess: "I don't believe it, there's another one. It's outside, in the car park."

Lester: "Oh my god, my new Jag's in the car park. This time it's personal."

- Episode 5.5

Lester is the heart and soul of the ARC project. Even though he is caustic and sometimes difficult to deal with, without Lester's contacts and administrative efforts the others would quickly find themselves out of a job or worse, working for Philip Burton. Lester has come to view his job in a more positive light, and while he loathes to admit it, he likes and respects his team.

Lester is vehement in defending the ARC and stands up to navy admirals and even the Prime Minster when lives are on the line. Lester is almost completely unflappable – facing off against gun wielding clones and Jag-wrecking raptors with equal aplomb. Lester rarely shows his true feelings, only letting his guard down amongst those he really trusts.

Awareness 3	Coordination 3	Ingenuity 3
Presence 4	Resolve 5	Strength 3

Skills: Athletics 2, Convince 4 (Leadership 6, Diplomacy 6, Snark 6), Fighting 1, Knowledge 5, Marksman 1, Science 1, Subterfuge 4, Technology 1, Transport 3

Traits:

- **Authority (Major Good Trait):** He's in charge.
- **Experienced (Special Trait) x2:** He's a government hatchet man.
- **Friends in High Places (Major Good Trait):** Gets consulted on knighthoods and can get admirals in trouble.
- **Minions (Major Good Trait):** That's you lot.

- **Wealthy (Minor Good Trait):** And a gold plated civil service pension, to boot.
- **By the Book (Minor Bad Trait):** He wrote the book.

Story Points: 6

MATT ANDERSON

Age 32

Gideon: "What about your second in command?"

Anderson: "Becker? He likes guns."

Gideon: "That's all you picked up about him?"

Anderson: "He really likes guns."

Matt Anderson came back to the present to prevent the future he knew from occurring. Matt and his now deceased father, Gideon, organised a false identity for Matt making

him seem like the ideal candidate for the job of ARC team leader. The intention was to locate the source of the event that created Matt's future and to stop it from happening.

Matt is very charming and is able to convince Abby to help him even when she knows that he is not what he appears to be. Matt is an excellent leader and highly knowledgeable about a staggering range of fields – from the science of creatures to military tactics. How Matt came to learn all these skills is uncertain since the future he came from was a toxic wasteland.

Matt shares a strong romantic bond with Emily Merchant, a member of the Time Tribe, whom he helps get home to the Victorian period. Later, Matt rescues Emily from her husband who first attempts to have her committed and then tries to kill her.

Awareness 4	Coordination 3	Ingenuity 4
Presence 4	Resolve 4	Strength 3

Skills: Animal Handling 3 (Future Critters 5), Athletics 3, Convince 3, Fighting 3, Knowledge 5, Marksman 4, Science 3 (Future Tech 5), Subterfuge 4, Technology 3 (Future Tech 5), Transport 3

Traits:

- **Animal Frien–ip (Minor Good Trait):** Matt has an uncanny empathy with creatures.
- **Brave (Major Good Trait):** +2 to Resolve tests to avoid fear.
- **Experienced (Special Trait) x3:** He's done it all; at least that's what his CV says.
- **Authority (Minor Good Trait):** Matt's the ARC field team leader.
- **Charming (Minor Good Trait):** +2 bonus to tests to convince people.
- **Emotional Complication (Minor Bad Trait):** In love with Emily Merchant.
- **Obligation (Major Bad Trait):** Matt is charged with saving the world.
- **Dark Secret (Minor Bad Trait):** Matt is really from a dark future.

Story Points: 3

PHILIP BURTON

Age 40

"He's a living legend. If all the Fantastic Four were rolled into one he'd kinda look like this. Would not be a superhero, obviously, he's more of a science nerd." - Episode 4.1

Philip Burton is a brilliant scientist and businessman who parleyed his technical genius into a massive business empire. Burton is the founder of Prospero Industries, the company that has a 50% stake holding in the new incarnation of the ARC. To the outside world Burton is a charming, intelligent, rich, and very eligible. To those that know him he is a canny individual who accepts nothing less than the best from those around him.

Philip is a charismatic individual and a keen judge of character. Burton is able to tell when Becker is lying about the Dracorex incident and is aware of Connor's divided loyalties. While Philip can make himself very likeable, he doesn't suffer fools glady, and is driven by the desire to complete the New Dawn project. Burton's need to complete New Dawn makes him willing to perform all manner of dark deeds such as planting spies like April Leonard and sacrificing the lives of everyone in the ARC to protect the project.

Philip is manipulated by Helen Cutter who uses his own enormous ego and drive to help humanity against him. This is Burton's weakness; he is susceptible to flattery and has come to believe his own press. In the end Burton only wanted to help the world – and take the credit for it – and this blinded him to the horror he was about to unleash. Burton dies trying to undo the damage he was wrought.

Awareness 3	Coordination 3	Ingenuity 6
Presence 4	Resolve 4	Strength 3

Skills: Convince 4, Knowledge 3 (Business 5), Science 4 (physics 6, mathematics 6, quantum physics 6), Subterfuge 3, Technology 4 (computers 6, electronics 6), Transport 1

Traits:

- **Authority (Major Good Trait):** Burton has the home phone numbers of a lot of influential people.
- **Experienced (Special) x3:** Burton is extremely experienced.
- **Friends (Major Good Trait):** Friends in high places, after all he's getting a knighthood.
- **Minions (Major Good Trait):** Burton has numerous people like April Leonard on hand.
- **Technically Adept (Minor Good Trait):** +2 to Technology tests.
- **Wealthy (Major Good Trait):** Burton owns his own corporation.
- **Adversary (Minor Bad Trait):** Matt Anderson is determined to stop Burton's plans.
- **Emotional Complication (Minor Bad Trait):** Tyrannosaurus-sized ego.
- **Obsession (Major Bad Trait):** Burton is obsessed with the New Dawn project

Story Points: 3

APRIL LEONARD

"What you are doing here... It's going to change to the whole planet. If it comes to it, isn't that worth the sacrifice?"

- April convinces Philip to incinerate the ARC with everyone inside. Episode 5.4

April works for Philip Burton as an industrial spy. While Philip has issues with the things he must do to protect New Dawn, April seems to lack any moral compunctions. April actively encourages Philip to kill everyone in the ARC when it looks like it might compromise New Dawn and shows no remorse at any of her actions.

April slips into the role of spy very easily suggesting that she has done this type of thing before. April also seems comfortable around Burton and he is happy to have her handle pivotal roles in New Dawn, implying that they've worked together for quite some time.

April is an intelligent woman with good knowledge of science and technology but lacks the spark of brilliance that sets Connor and Philip apart from the rest. She is however a cunning and manipulative individual, as she shows when trying to drive a wedge between Connor and Abby. April's death at New Dawn is not certain, she did fall quite a distance but seemed not to have sustained serious injury. If she survived and escaped she could prove a serious thorn in the side of the ARC in future.

Awareness 3	Coordination 3	Ingenuity 3
Presence 3	Resolve 3	Strength 3

Skills: Convince 4, Fighting 2, Knowledge 3, Marksman 1, Science 3, Subterfuge 4, Technology 3, Transport 2

Traits:

- **Attractive (Minor Good Trait):** April gets a +2 to rolls relying on her charm and appearance.
- **Charming (Minor Good Trait):** +2 bonus to tests to convince people.
- **Friends (Minor Good Trait):** Through her employer.
- **Obligation (Minor Bad Trait):** Works for Philip Burton.
- **Unlucky (Minor Bad Trait):** April never catches a break.

Story Points: 12

GIDEON ANDERSON

Age 52

"It could be any one of them...it could be all of them."

Gideon Anderson is the terminally ill father of Matt Anderson. Gideon raised Matt in the desolate future they both came back in time to prevent. The nature of Gideon's illness is not disclosed but it is most likely something that he came in contact with during his years spent in the toxic future.

Gideon created the cover identity that Matt uses to infiltrate the ARC. Matt relies on the older man's experience and guidance during his first few months at the ARC. When Gideon finally succumbs to his illness Matt is clearly upset, having lost the only person in the world that truly understands him.

Awareness 4 Coordination 3
Ingenuity 3

Presence 3 Resolve 3
Strength 1

Skills: Convince 4, Knowledge 3, Science 3, Subterfuge 4, Survival 4, Technology 3

Traits:

- **Empathic (Minor Good Trait):** Gideon sees into the heart of things quickly.
- **Friends (Major Good Trait):** Gideon has criminal contacts able to forge identities.
- **Wealthy (Minor Good Trait):** Gideon is clearly comfortably off.
- **Obligation (Major Bad Trait):** He's here to save the world.
- **Dark Secret (Minor Bad Trait):** Gideon is from the future.
- **Dying (Major Bad Trait):** Gideon is terminally ill with only a short time to live.

Story Points: 12

EMILY MERCHANT

Age 29

Emily: "You don't seem surprised."

Jenny: "What, that Lester's still grumpy? No, not really."

Emily: "That I'm from the 1800's."

Jenny: "Emily, when you've seen what I've seen, trust me – nothing surprises you." - Episode 4.6

Emily Merchant is a woman out of time. Born in Victorian times she was destined for the dull life of a dutiful wife, something that did not sit well with her defiant temperament. Soon after her marriage to Henry Merchant she stepped through an Anomaly and ended up stranded in the past. Emily proved resourceful, not only surviving but thriving and joining up with the Time Tribe – a group of time travellers from different periods who wandered throughout history and beyond.

Emily encountered the ARC team when she brought Ethan Dobrowski and Charlotte Cameron to the present in search of a cure for Charlotte's smallpox. Charlotte's death drove the murderous Ethan over the edge and it took the intervention of Matt Anderson to save Emily from being entombed alive. Emily joined the ARC team for a time before following her moral conscience home to her own time and her waiting husband.

Emily came into contact with the ARC again when they followed a raptor through into the Victorian period. Emily and Matt managed to stop the raptor but not before it killed Emily's murderous husband. Seeing no reason to return to the past, Emily stayed with Matt and the two entered into a tentative relationship.

Emily is a strong, resourceful woman who cares for others. She feels compelled to hunt down the raptor in Victorian London to protect innocents. She and Matt form a strong bond, perhaps fuelled by their mutual feeling of isolation due to not being native to the present day.

Awareness 4	Coordination 4	Ingenuity 3
Presence 3	Resolve 4	Strength 3

Skills: Animal Handling 2, Athletics 4, Convince 1, Craft 2, Fighting 3 (Knives 5), Knowledge 2, Marksman 3, Medicine 1, Subterfuge 2, Survival 4

Traits:

- **Attractive (Minor Good Trait):** Emily gets a +2 to rolls relying on her charm and appearance.
- **Brave (Minor Good Trait):** Emily has hunted raptors singled-handed without flinching.
- **Experienced (Special Trait):** Emily has seen and done a lot.
- **Fast Runner (Minor Good Trait):** Emily is fast on her feet.
- **Lucky (Minor Good Trait):** Emily has been in some very sticky situations but always managed to get out alive.
- **Distinctive (Minor Bad Trait):** Emily is a Victorian lady who hunts dinosaurs for a living, her air and attitude sets her apart.
- **Emotional Complication (Minor Bad Trait):** In love with Matt Anderson.
- **Impoverished (Minor Bad Trait):** Emily has no money to speak of in the present.

Story Points: 9

JESS PARKER

Age 20

Jess: "That's the nicest thing you've ever said to me."

Lester: "I think it's actually the nicest thing I've said to anyone, including my wife."

Jess: "Do you mean it?"

Lester: "Every word, now get back to work before we both start crying and hugging." - Episode 5.5

Jess is the field coordinator for the ARC teams. It is her job to provide information, missions and resources to the teams so that they can keep the Anomalies under control. Someone meeting Jess for the first time might wonder how someone so young and apparently flighty could possibly do her job. After seeing the calm and

efficient way Jess deals with crisis situations, the same person would be in no doubt as to her suitability for the coordinator role.

Jess can come across as somewhat self-involved. She's a bit of a joker and has a unique dress sense. She is also a very capable young woman with excellent organisational and technical skills. Jess has a crush on Becker and flirts with him regularly.

Jess and Lester work well together with Jess backing up her boss as required. Jess finds Lester infuriating from time to time, such as when he calls her to moan about roadworks or to ask for directions – but overall she treats him like a loveable yet cranky uncle.

Awareness 3	Coordination 3	Ingenuity 4
Presence 3	Resolve 3	Strength 2

Skills: Athletics 2, Convince 3, Marksman 1, Medicine 2, Science 2, Subterfuge 3, Technology 3 (Computers 5), Transport 2

Traits:

- **Attractive (Minor Good Trait):** Jess gets a +2 to rolls relying on her charm and appearance.
- **Rumour Mill (Minor Good Trait):** Jess constantly monitors the media.
- **By the Book (Minor Bad Trait):** Jess works best when working by the rules.
- **Distinctive (Minor Bad Trait):** Jess has a unique style.
- **Allergy (Minor Bad Trait):** Jess is deathly allergic to insect bites.
- **Phobia (Minor Bad Trait):** Jess is understandably terrified of insects.

Story Points: 12

PATRICK QUINN

Age 34

"The people I travelled with were all damaged in their own way, being so far from home. But Ethan is something else. He's different."

- Emily speaking about Patrick. Episode 4.3

Patrick Quinn fell through an Anomaly into the future as a teenager. Surrounded by monsters, Patrick became a monster to survive. The young man killed so many of the creatures that he came to like it and eventually when he escaped the future he continued to hunt and kill, except this time his victims were human.

Patrick eventually joined the Time Tribe calling himself Ethan Dobrowski where he met Charlotte Cameron, who was finally able to reach the part of Patrick that was still human. Charlotte helped Patrick to control his urges until her death by smallpox. When Charlotte died Patrick snapped and, blaming her for Charlotte's death, buried Emily Merchant alive.

Patrick blames his brother Danny for abandoning him in the future and seems intent on killing Hilary Becker, though this seems to be just out of pure happenstance rather than any particular vendetta. Patrick still blames Emily for Charlotte's death though his reasoning, if any, behind this is never revealed. Patrick escaped the ARC's grasp by jumping into an anomaly and his fate is uncertain.

Awareness 4	Coordination 4	Ingenuity 3
Presence 3	Resolve 4	Strength 3

Skills: Animal Handling 2, Athletics 2, Convince 2, Craft 2, Fighting 3 (Knives 5), Marksman 4, Medicine 1, Science 1, Subterfuge 3, Survival 4, Technology 2, Transport 2

Traits:

- **Experienced (Special Trait) x2:** Patrick has survived a lot.
- **Fast Runner (Minor Good Trait):** Patrick is hard to catch.
- **Keen Senses (Minor Good Trait):** Good ears.
- **Tough (Major Good Trait):** Patrick is hard to put down.
- **Adversary (Major Bad Trait):** The ARC and Danny Quinn in particular.
- **Emotional Complication (Major Bad Trait):** Patrick is a crazed psychopath.

PROSPERO INDUSTRIES

Prospero Industries is an international corporation founded by scientific genius Philip Burton. The company specialises in biomedical devices, environmental engineering, and in the last few years has branched out into new energy source research. The company first comes to the ARC's attention when the Home Office decides to enter into a joint venture with Prospero to run the new ARC facility.

HISTORY

"Prospero is the future."

- Philip Burton, Prospero Industries induction video

Philip Burton got his first PhD at the tender age of 20; straight out of university he founded Prospero Industries, naming it after the magician from William Shakespeare's *The Tempest*. Burton felt a connection with the character of Prospero, who is portrayed as a "magician of reason". Burton's own astounding scientific skills often made him feel like some kind of magician; able to solve even the most complex scientific problems in but a fraction of the time it took most others. Prospero Industries grew quickly in its early years, devouring smaller companies and integrating their staff and resources into a larger whole.

Burton's keen business mind enabled him to purchase one of his trading partners and Prospero branched out into biomedical devices just before the industry saw a massive surge in growth. Careful share offerings kept the company's cash flow strong and carefully planned acquisitions made for a constant influx of new and profitable ideas. Burton was a keen judge of character and bought companies that would allow him to build his existing research team.

PRIMEVAL

This was Prospero Industries' golden age, with profits soaring and investors lining up around the corner to give Burton their money. This heyday was not to last and competitors in the biomedical industry fought back tooth and nail using dirty tactics. Prospero Industries fought a number of high profile legal cases during this period as they were accused of monopolising, and Burton's personal reputation was called into question by false paternity claims and alleged drug-fuelled excesses.

Burton brought on board a smart, young businessman named Alex Preston who he put in charge of a marketing sub-division which really dealt with corporate espionage. The personal attacks and dirty tactics had taken the shine off Burton's idealism and he was prepared to fight fire with fire. Preston found dirt on the three major companies behind the blackening of Burton's name and within weeks their share price tumbled as allegations of illegal drug trials and toxic waste mismanagement came to light. Burton's legal team fought off these disputes and Prospero purchased the offending companies, asset stripping them as an example to others. At this point the industrial giant had over 73,000 employees in over 98 countries, producing almost 20% of the world's biomedical and environmental engineering patents.

Having conquered the environmental engineering and biomedical fields, Burton did what any other insanely wealthy and egotistical man would do: he went looking for a way to solve all the world's ills. Burton bought a number of promising start-ups in the areas of energy, food production and pharmaceuticals; spending a year trying to figure out what area would enable him to "save the world". It was around this time that Burton crossed paths with Helen Cutter.

Cutter had been looking for someone to trick into taking over work on her backup plan to destroy mankind. She studied the Anomalies for years and knew the importance of the Convergence event. She had also figured out that the Convergence could be derailed to cause an apocalyptic extinction event. A lot of ego stroking, a quick trip to the Jurassic and some very impressive figures was all it took to convince Burton that Cutter's plan for infinite energy was just what he was looking for. Cutter also filled Burton in on the ARC project and suggested that if he were to somehow infiltrate it with spies he might be able to save a lot of research time.

Leveraging his existing scientific teams, Burton split up the research tasks required to make New Dawn a reality. In such a mammoth organisation nobody even noticed as he shifted over one hundred research and development staff over to the new area. Within weeks, specialised laboratories were churning out research all leading to the construction of the New Dawn device.

Prospero Industries purchased three small start-up companies, all of whom were experimenting with magnetism as a means to generate or control energy. This know-how would aid in the control of the giant Anomaly Philip planned to create. The scientific community wondered if Prospero was investigating some form of cold fusion technology but Burton remained silent on the matter. Stock in Prospero took a hit in response; cold fusion was a pipe dream and investing in it seen as a dangerous ploy. Burton was unfazed he would save the world from the Convergence and provide safe and clean energy to the entire planet while doing it. It is little wonder that Cutter's plan succeeded, it played right to Burton's greatest weakness: his ego.

If Cutter expected Burton to baulk at industrial espionage she was mistaken; if anything Burton took her suggestion to spy on the ARC to a whole new level. Burton went straight to the British Prime Minister, already a friend and political ally, and offered funding and personnel for the ARC project. The Home Office wasn't particularly surprised that Burton had heard of the ARC; after all, half the environmental systems there were produced by Prospero Industries. The Prime Minister approved

the joint project about six months before Matt Anderson was hired as the new team leader.

While Philip Burton was distracted by his New Dawn project Prospero Industries began to lose ground to some of its competitors, and by the time of his death Philip was in danger of losing his position as CEO. Of course, if New Dawn had delivered as expected then Burton wouldn't have had to worry about that. As it stands, while Prospero Industries feels the loss of Burton keenly, they are far from over as a business. The passing of Philip Burton has lead to the appointment of a new CEO who, while not a scientific genius, certainly has strong business skills and a ruthless streak that Burton would have envied. The world has not seen the last of Prospero Industries.

OPERATIONS

"From Biomedical advances to the very latest in energy and environmental engineering"

- Philip Burton, Prospero Industries induction video

While Philip Burton is a genius he can't run the titan that is Prospero Industries by himself. The organisation is controlled by a five-man board – including Burton – while beneath this lies the four major divisions and their various departments. Each division is essentially its own company with various departments, though there are global versions of these departments consolidating data from the divisional departments and reporting directly to the board.

The board, divisions and departments are outlined below.

THE BOARD

Chief Executive Officer, Philip Burton

As CEO Philip Burton has final say on any decisions made. His ability to absorb and process countless details means that he is far more involved in the minutiae of the business than his fellow board members would like. One never knows when Burton will show up in an underling's laboratory and demand to known the real reason Project X is behind schedule.

Chief Operations Officer, Alex Preston

Alex Preston is a shark. An American who graduated with honours from business school and soon made his mark in the world of corporate takeovers. Preston came to Burton's attention when he managed to sneak an acquisition out from under the Englishman's nose. Burton hired him the next day. Preston doesn't like Burton and is delighted when he becomes distracted by New Dawn, meaning that he can possibly oust Burton and take the CEO position for himself.

Chief Financial Officer, Sophia Bloom

Sophia Bloom is from Wales and is the reason that Philip Burton acquired a small technology start-up called Aegean Technology. Bloom was serving as the company's head of corporate reporting and her attention to detail as well as her ability to find ways to save money made her the only choice to take over Prospero's books. Bloom is highly acquisitive and manages a massive portfolio. Her miserly ways are legendary amongst her subordinates who claim that she could make a tea bag last a week and buys all her clothing in charity shops. The latter is in fact true.

Chief Technical Officer, Denis Ness

Denis went to university with Burton and is a genius in his own right. While Burton's gift lies in understanding and processing, Denis has the uncanny ability to distil that genius down into usable products. Denis is also a gifted teacher and many of the high-tech processes that exist in Prospero's laboratories were his brainchild. Denis isn't sure he likes the way Prospero has changed in the last decade but the figures coming back from the New Dawn project were starting to excite him.

Director of Human Resources, Susan O'Shaughnessy

Susan is the most likable person you could meet and can size up a person in thirty seconds. She also has a heart of stone and if she doesn't think someone is living up to their potential she has no problem in firing them on the spot. Susan, while she seems to be a people person, has little or no time for human company outside of work. As the head of Prospero's HR departments worldwide, she spends a great deal of time travelling and uses this to go on long hikes in exotic locations. She plans to retire early and move to somewhere as remote as possible. Susan might be a borderline sociopath but she functions well in the corporate environment.

DIVISIONS

Prospero Environmental

This is the oldest of Prospero Industries' divisions and the one that gets the most board attention. The environmental division has subsidiaries all over the world but its main factories and research centres are based in the UK, Ireland and Germany. Burton uses the Swiss subsidiaries of

Prospero Environmental to fund his off-the-books projects.

Prospero Biomedical

Alex Preston regards the Biomedical Division as his baby. Most of the manufacturing and research centres are based in the US and Preston had significant influence on how they were set up. Prospero Biomedical has had six division heads since its inception, more changes than all the other divisions combined. Preston does not tolerate failure. Philip Burton sent a number of strange samples to the Biomedical Division's genetic and pharmaceutical testing laboratories in recent months raising more than a few eyebrows and causing Preston to wonder what exactly New Dawn is about. Prospero Biomedical is highly profitable and comes close to challenging the environmental division for cash flow.

Prospero New Energy

This is a research division – while the Environmental Division deals with renewable energy such as solar and wind power, Prospero New Energy is tasked with seeking out undiscovered or underutilised power sources. At the moment New Energy is a money pit, which is costing Prospero Industries millions of dollars a year. Since project New Dawn comes under Prospero New Energy, Philip Burton has taken over as division head here.

Prospero Foods

This is Prospero's smallest and so far least profitable division. It is also the one that Denis Ness has spent the most time with in the last few years. Ness has used the set up of Prospero Foods as an excuse to avoid thinking about the company's current direction. Prospero Foods is on the cusp of a major breakthrough on a plant that could halt desertification. Denis has kept this quiet however, worried that the attention from the board will ruin his baby.

DEPARTMENTS

Legal

The Legal Department is responsible for any issues of law that arise during Prospero Industries' day to day operations. Trademarking, litigation and patents all fall under the jurisdiction of the legal department.

Human Resources

Human Resources are responsible for Prospero Industries' staff. Philip Burton routinely goes through this department with Susan O'Shaughnessy and fires any incompetents he finds. As such, this department is surprisingly well run. The department liaises with the legal and financial departments for employee pension plans, payroll, and the inevitable unfair dismissal claims.

Sales and Marketing

The S&M department (as it is fond of calling itself) is responsible for a selling the company and its products to customers and the general public. Most of those responsible for corporate espionage are members of the marketing side of the department. Many of Philip Burton's questionable security staff are on the marketing payroll.

Accounting and Financials

The Accounting and Financials department are responsible for gathering and reporting on the financial state of the company. It is said that the best way to get ahead in this department is to make a single good cost saving suggestion, since Sofia Bloom values the old adage "a penny saved is a penny earned" above all else.

Research and Development

The R&D department is somewhat integrated with the Production Department. Prospero scientists and researchers are blessed and cursed to have two of their own on the board; because while they receive all the funding they could want, they are also expected to produce incredible results. Human Resources have noted that R&D department personnel either last for three months or never leave.

Production and Manufacturing

This department is the backbone of Prospero Industries' success and the company constantly tries to hone its processes to a knife edge. The department is scattered all over the world with bases in every continent.

PROSPERO AND THE ARC

"We know you'll be proud of Prospero."

- Philip Burton, Prospero Industries induction video

Prospero Industries' relationship with the ARC began with a phone call from Philip Burton to the Prime Minister. Burton revealed what he knew of the ARC and offered the "resources of private industry" to help shore up the project. Up to this point the Minister was about to order the ARC scrapped; the loss of human life and the uncertainly regarding results made it a potential political time bomb. But the Minister owed a lot to Philip Burton and the project was doing good work if James Lester was to be believed; that and the incident with the Stegosaurus in the members' bar of the House of Commons.

And so it was that Prospero Industries was welcomed into the ARC family with open arms. Or was it the other way around? Philip Burton made sure that Prospero entered this partnership with equal rights, in fact if anything the private sector would have the edge in this regard. The new facility provided by Prospero would be built to Burton's specifications with only minor modifications necessary to accommodate things like the Menagerie.

Most employees would, strictly speaking, be working for Prospero with a few exceptions such as James Lester, Hilary Becker and any military personnel. James Lester would report to both Philip Burton and the Prime Minister. Matt Anderson's move to prevent non-military personnel on the field teams was a deliberate attempt to prevent Philip Burton from having direct access to the Anomalies.

So what did Prospero Industries request in return for funding, personnel, and a new facility? Access to the creatures was a sore point with the Home Office after the "Leek Affair" but luckily Burton had no interest in ancient monsters. Burton wanted research data on the Anomalies and was prepared to share his findings. This was a deal that the Home Office could live with; Prospero Industries would do all the hard work in exchange for first crack at any non-military applications they could find for the Anomaly research. What the Home Office didn't realise was that Philip Burton already knew quite a bit about the Anomalies and knew exactly what he was looking for.

During the course of Series 4 and 5, Philip Burton continues to seek his ultimate energy source and very nearly destroys the world. If it were not for the actions of Matt Anderson and his team he would very likely have succeeded in the latter.

STAFF

"I only invest in the best and the brightest"

- Philip Burton, Prospero Industries induction video

Philip Burton has made his fortune choosing the best and brightest people. As CEO of Prospero Industries he constantly seeks out the best people in their fields and adds them to his team. Burton realises shortly after meeting Connor Temple that he has a certified genius on his hands and quickly moves to secure this valuable asset. The speed and slickness of this manoeuvre catches most of the ARC personnel, including Abby Maitland, off guard.

Any Prospero personnel the player characters (PCs) meet are likely to be the top men or women in their field and tend to have a ruthless streak. April Leonard (See Chapter 2: Characters in Series 4 and 5, for her attributes) is a perfect example of this; she is part research assistant and part minder to Connor Temple. April makes sure that Connor focuses on the job at hand, batting aside distractions such as his girlfriend and field work with the ARC. When dealing with anyone above a minor minion you can expect them to have at least one skill in their specialist area at 4 or better.

PROJECT NEW DAWN

""Philip, we did it, we made history. Nothing is going to be the same again." - Episode 5.3

NEW DAWN SECURITY GUARDS

These fellows are very competent at security work; they are however a little out of their depth when dealing with a flock of pterosaurs.

Awareness 2 Coordination 3 Ingenuity 2

Presence 2 Resolve 2 Strength 3

Skills: Athletics 3, Fighting 3, Medicine 1, Technology 1, Transport 2.

Traits:

- **Tough (Major Good Trait): Reduces all damaged suffered by 3.**
- **Backup (Minor Good Trait): Help is usually only a radio call away.**

Equipment:
Security Badge, Collapsible Baton (Treat as Cosh).

Project New Dawn is the brainchild of Helen Cutter and Philip Burton. As far as Burton is aware, the project will harness the power of the Convergence event to create a man-made anomaly of incredible power – which can be used to provide free energy for the world while at the same time stopping the Convergence. This is a lie: Helen Cutter was fully aware that the New Dawn device would create a super-Anomaly that would destroy the world, resulting in the toxic future that Matt Anderson came from.

Project New dawn is manned by over 100 Prospero Industries researchers. They are mostly scattered throughout the world and are totally unaware of the reality of what they are working on. Burton has told everyone that New Dawn is some form of renewable energy project and most people that get wind of it believe it is another attempt at cold fusion.

By the time Connor Temple joins the New Dawn project it has been active for over a year and most of the back-breaking number crunching and research is complete. What remains is someone with an in-depth understanding of Anomaly science to put the last few pieces in place. Philip Burton had hoped that Connor's research would have given him what he needed but he was instead forced to include Connor in his team.

New Dawn sits on the site of a decommissioned power station. The facility is completely enclosed and patrolled by Prospero Industries' security teams. Once construction is completed a very small number of scientists are left behind to operate the device.

New Dawn sees its first visible success when Connor Temple creates the first man-made Anomaly in his laboratory in the ARC. Once April Leonard and Connor give this data to Burton it is only a matter of time until the larger New Dawn device becomes active. Scant days after Connor's success, Philip Burton activates New Dawn and almost destroys the world.

THE FUTURE OF PROSPERO INDUSTRIES

Prospero Industries does not vanish with the death of Philip Burton. In fact, certain members of the company such as Alex Preston were ready for a public relations disaster, but maybe not quite on the scale of worldwide destruction. Quick thinking on behalf of the board and some creative accounting shows that Burton was acting on his own and that the money for New Dawn came from his private accounts. The fall in stock from this PR disaster makes Prospero Industries a target for any company interested in acquiring them.

The real surprise comes a few weeks after Burton's death when Denis Ness inherits all of Philip's stock. This gives Ness enough leverage and cash to disengage Prospero New Energy from the rest of Prospero Industries. The information about New Dawn is stored in Prospero New Energy databases and Denis Ness, believing he can salvage something of Philip's work, sets out to prove that his friend wasn't totally wrong. Ness renames his new company Tempest Technologies, stripping it down to a bare minimum of staff.

TEMPEST TECHNOLOGIES AS CONSPIRACY

Thanks to Philip Burton's industrial espionage, Tempest Technologies has access to all of the ARC's technology and has a strong research and development bias. What Tempest lacks is a field team to gather information about Anomalies; this is where the PCs or someone like them come in. Rather than just focusing on the Anomalies themselves Ness intends to commercialise every aspect of the holes in time. New plants mean potential new drugs, new creatures mean new sources of food, and who knows what the Anomalies themselves hold for the future of transport… after all, they move through space as well as time.

The first breakthrough the scientists make is as an Anomaly Bracing Device, a reverse version of an Anomaly Locking Mechanism that can prop open an Anomaly for up to 8 hours. This allows field teams to go through Anomalies for short periods without fear of them slamming closed behind them. This is both a boon and a very dangerous thing as spending time in the past is likely to damage the present.

Tempest Technologies can either serve as a campaign framework where the PCs investigate the past, present and future looking for "treasure", or it can serve as a nemesis for ARC players who have to deal with Denis Ness' crazed obsession to vindicate is friend.

NEW TECHNOLOGY

The ARC becomes increasingly high-tech with the introduction of Prospero Industries as a partner. Swarms of scientists buzz around investigating new technologies and creatures while Jess Parker controls field teams from behind an impressive bank of computer screens. Matt Anderson and Philip Burton bring with them incredible pieces of technology such as New Dawn and the EMDs.

Abby and Connor return from the Permian to an ARC that is alive with new equipment and flush with private investment. Computer systems control every aspect of the ARC building; heck, it even has a secret self-destruct mechanism worthy of a super-villain hideout.

Below you'll find the new technologies from Series 4 and 5 of Primeval. Most of the equipment is specific to the ARC but it is fairly easy to incorporate into other campaign frameworks as future tech, stolen items, or simply as cases of parallel development. As always, technology should not eclipse the characters; the GM should use it as a tool to facilitate stories such as HMS *Gartside* or as a MacGuffin like the New Dawn device.

TECHNOLOGY FROM SERIES 4 & 5

ANOMALY DATING CALCULATOR (ADC)

"It's a dating calculator."

"What?"

"Oh no, not that kind of dating."

- Episode 4.7

The Anomaly Dating Calculator is a hand-held device that determines the exact year that an Anomaly opens to. The operator simply points the calculator at an open Anomaly and the device registers the correct date. Connor Temple built the device while working for Prospero Industries. The calculator is not foolproof and has proven wrong on at least one occasion.

The method the device uses to determine the date of an Anomaly is not clear but since it is able to pinpoint the exact year an Anomaly opens onto it is likely that it works by examining magnetic fields. The pinpoint accuracy of the device weakens the further from the present you go. To use the device make a Technology and Ingenuity test.

Anomaly Dating Calculators are rare, they are also highly portable and something that could be easily smuggled out of the ARC by a rival faction. An unscrupulous individual might bribe or blackmail one of the ARC personnel to hand over one of the devices.

ELECTRO MUSCULAR DISRUPTION WEAPON (EMD)

Anderson: "Are you absolutely sold on these EMD's? 'Cause, you know, I could always shoot you again."

Becker: "Idiot. How long until this wears off?"

Anderson: "Burning, couple of hours. Headaches, couple of days. Humiliation… well, that depends when I get bored of it, really."

- Episode 4.1

The Electro Muscular Disruption Weapon (EMD) is a type of stun weapon used by the ARC. The EMDs are a new addition to the ARC's arsenal capable of bringing down a grown Tyrannosaurus with a sustained barrage. The origin of the EMDs is somewhat murky and they may be future technology brought back by Matt Anderson since he claims to have designed them. The weapons fire a burst of electricity that disrupts the target's nervous system. Heavily armoured creatures or those with alien anatomies may display significant resistance to EMD fire. EMD shots can ricochet off metal and using them in metal-rich environments may be dangerous. ARC personnel have used metal in the past to conduct EMD shots and other similar tricks may be possible.

The EMDs are semi-automatic weapons with three settings ranging from a light hit to a powerful stun. All EMDs are semi-automatic weapons. There are four types of EMD:

- Small Pistol (A small pistol suitable for concealing in a handbag or in a jacket)
- Large Pistol (An oversized pistol that can be fired in two hands, concealable under a big coat)
- Carbine (A carbine version of the weapon but loosely based on the Large Pistol)
- Rifle (With a longer barrel and stock this is the largest EMD)

The soldiers assigned to the ARC commonly use the Carbine version, breaking out the Rifle version only when required. Matt Anderson favours the Large Pistol version while Abby and Connor tend to use the Small Pistol version. The weapons run on power packs that can be removed.

Treat EMD hits as heavy Tasers for attack and damage purposes. The effects of EMD fire take longer to wear off than traditional Tasers, with Coordination points returning at a rate of one every 15 minutes. EMDs lack the wires required by Tasers and as such have much longer ranges and can fire multiple shots. The Small Pistol EMD has a range of 20m and can be adjusted between 3, 6, and 9 Strength. The Large Pistol EMD has a range of 35m and can be adjusted between 3, 6, and 9 Strength. Carbine EMDs have a range of 60m and can be adjusted between 5, 10, and 15 Strength. Rifle EMDs have a range of 100m and can be adjusted between 5, 10, and 15 damage.

EMDs are rare and only assigned to ARC personnel. A lose EMD could prove the basis of an entire adventure particularly if a criminal group got their hands on it.

NEW DAWN DEVICE

"Connor's data on Anomaly convergence is the last piece of the jigsaw. We're definitely close to a breakthrough."

- Episode 5.1

New Dawn is a secret project created by Philip Burton and inspired by the insidious Helen Cutter. Outwardly the project offers the promise of unlimited free and safe power. This promise is a lure used by Cutter to manipulate Burton into bringing New Dawn to life. The reality is that the New Dawn disrupts the natural cycle of Anomaly appearance, tearing the planet apart in a cataclysmic storm.

New Dawn generates a massive artificial Anomaly, dawning power from the cluster of Anomalies that appear all over the planet. The device causes the natural Anomalies to close but at the same time causes a strange and destructive storm to appear. Philip Burton destroys the New Dawn device in the hope of closing the artificial Anomaly. But it is too late and if not for the actions of the ARC team it is likely that the future that Matt Anderson came from would have come to pass.

The New Dawn device is a unique item, as far as anyone knows. Philip Burton was a genius however, and there is a good chance he had other New Dawn technology and prototypes hidden away in order to protect his investment. Lingering effects from the New Dawn Anomaly may plague the area where it was generated for years to come, strange effects like energy spikes or warped Anomalies might have the players running around in circles. Worse, maybe Philip Burton didn't die in the explosion that destroyed New Dawn but was instead thrown through the Anomaly into the future only to find his way back to the present bent on undoing his mistake.

NEW DAWN PROTOTYPE

"Philip, we did it, we made history. Nothing is going to be the same again."

- Episode 5.3

Connor Temple constructed the New Dawn prototype in the ARC laboratory, based on designs provided by Philip Burton. The prototype is a small, portable device capable of generating a relatively small artificial Anomaly. Since the goal was simply to create an Anomaly, the destination time was never considered. This became an issue when futuristic beetles began to pour forth from the Anomaly and almost managed to destroy the ARC.

The New Dawn Prototype is unique and possibly forms the basis for the Anomaly Control Device created by the future ARC and used by Helen Cutter. The main difference between the two is that the Anomaly Control Device can only be used to open an existing potential Anomaly whereas the New Dawn Prototype creates an Anomaly from the ground up.

BUILDING THE NEW DAWN PROTOTYPE

Philip Burton tasks Connor Temple with creating an artificial Anomaly. In game terms the New Dawn Prototype requires rolls against a complexity of Impossible (30) and a progress of 25 to complete. However, Connor has a lot of knowledge about Anomalies and Philip Burton has at least half the work done already. Connor also has access to almost unlimited scientific resources in the form of Prospero Industries' equipment and money. Burton's previous work means that the project already has 10 Progress.

Connor has an Ingenuity + Technology of 11 and a +2 bonus from his Technically Adept trait. Connor also gains a +10 bonus from Prospero's existing Progress score for a total of 23. Even with all this, it takes Connor quite a while and more than a few Story points – perhaps garnered from embracing his Unlucky trait and almost getting eaten by giant bugs or roleplaying his deteriorating relationship with Abby – to complete the device.

MAGNETIC CASE/SUN CAGE

"Damage the Sun Cage in any way and we might lose the Anomaly."

- Connor, Episode 5.6

Connor and Matt used this magnetic case to move the first man-made Anomaly to the New Dawn Anomaly. The case works on the same principles as the ancient Sun Cage the team discovered in Episode 3.1 but is scaled down so it is portable and can only contain smaller Anomalies. The Sun Cage traps whatever Anomaly it is wrapped around, allowing it to be moved. Larger versions of this device should be possible if the team find themselves in need of moving a normal-sized Anomaly for some reason. The Sun Cage is delicate and even minor damage can throw off the magnetic fields releasing the Anomaly inside.

This device is rare but easily manufactured with only a little know-how. It is possible that a crude version could be built by someone with an agenda. Imagine the damage a terrorist cell could do with a portable hole in time to

the Jurassic? Worse still, what happens when a lunatic starts supplying modern technology to a group in the past?

ARC ID BANDS

"Hold out your wrist."

- Jess Parker, Series 4, Webisode 3

The ARC ID bands are an additional security measure put in place to protect the ARC from outside penetration. The bands snap onto the wearer's wrist and must be scanned to open doors in the ARC. Some doors may require higher-level clearance such as the door to Connor Temple's laboratory or the Armoury. The ID Bands take a reading of the skin of the person wearing them and will not work for anyone else so stealing one is pointless. This security measure was obviously put in place after Helen Cutter stole Sarah Paige's ID badge. Whether the band will work if placed against a severed limb is probably something best not thought about.

HMS *GARTSIDE* (SUBMARINE)

Matt: "Well hurry up without power we can't get back through the Anomaly."

Conner: "Really, oh, 'cause there was I thinking we could all just stick our arms out the portholes and paddle our way back to the 21st century."

- Episode 5.2

The HMS *Gartside* is an Upholder class submarine. The Upholder class are diesel-electric submarines manufactured in the 1970s to complement the existing British nuclear fleet. Most of the Upholder class submarines were sold off to Canada in the late 1990s. In the Primeval universe HMS *Gartside* was "one of a couple" that the Royal Navy kept around for training purposes. At 70 metres in length the Upholder class are smaller than nuclear submarines but are quieter, when running on electric motors, and have much smaller thermal signatures.

The submarine has six bow torpedo tubes which can be configured to fire torpedoes, mines, or aquatic-launch missiles. The Upholder class have a crew of 47, a patrol endurance of about fifty five days and a range of about 8,000 kilometres.

HMS *Gartside* has two decks, with the main living and working areas on separate decks.

Upholder Class Submarine: A diesel-electric submarine. Rare, access should be determined by the GM and should probably be related to a current story. The submarine's weapons instantly vaporise any target of colossal size or less that they strike.

Armour: 18 Hit Capacity: 40

Speed: 3 Size: Colossal

Fully Enclosed, Powerful x8

MINI-SUBMARINE

This mini-submarine is a multi-purpose craft intended for training, undersea repair work, or scientific research. The craft comes equipped with two manipulator arms that can be used for fine work. The mini-submarine is easily damaged and can't go toe-to-toe with aquatic predators. Abby and Matt used a mini-submarine to untangle HMS *Gartside* from a cable.

These craft are fairly common in the research community and could be used by the PCs to investigate underwater Anomalies.

Mini-submarine: Rare, access should be determined by the GM and should probably be related to a current story.

Armour 4 Hit Capacity 10

Speed 3 Size: Huge

Enclosed

ANOMALY-LOCKING TORPEDO

Connor Temple creates this device to lock the North Sea Anomaly encountered by HMS *Gartside*. The modified torpedo locks the Anomaly by sending an electrical charge onto the Anomaly on impact. Targeting is rarely an issue with the metal casing of the torpedo being drawn to the Anomaly's magnetic charge. The device can be attached to any standard torpedo and replaces the standard explosive charge.

EPISODE GUIDE

This chapter contains overviews of all the episodes from Series 4 and 5, as well as a summary of the Series 4 prequel webisodes released online. Also included are statistics for creatures from these series that aren't already covered by the *Primeval Core Rulebook* or the *Primeval Companion*. In addition, we've included follow-on adventures and alternate adventure suggestions to help you use the material in new ways. It goes without saying that this chapter is one huge spoiler.

SERIES 4 WEBISODES

WEBISODE 1

James Lester and Hilary Becker are interrogated about the ARC team's last mission. They talk about how Sarah Paige was killed attempting a rescue mission to the future. Lester mentions that he believes that suspending the ARC operations was a terrible mistake as evidenced by the Stegosaurus that appeared in the members' bar of the House of Commons.

Jess and Matt are shown watching the footage of the Stegosaurus; Jess is shocked while Matt is unfazed. It's revealed that Becker has resigned but the interviewer presses him to reconsider since James Lester wants him back. The interviewer hints that Becker will get the chance to find Danny, Abby and Connor if he rejoins the ARC.

WEBISODE 2

Becker arrives in the ARC and is met by Jess Parker. Becker is surprised at Jess' appearance. Matt Anderson contacts Gideon and discusses his fake background credentials.

Jess and Becker discuss Matt Anderson's file. It's revealed that Lester reports to the Minister and to Philip Burton. Matt Anderson contacts Gideon and tells him that he's got the job as team leader for the ARC.

WEBISODE 3

Matt Anderson watches the Prospero Industries induction video. Jess and Matt discuss Philip Burton. Matt and Becker argue about the black uniforms that the security teams wear in the field. Matt and Gideon discuss Becker, Parker and Lester. They are clearly looking for a particular person.

WEBISODE 4

Becker confronts Matt about the EMDs. Becker is angry that the new weapons are non-lethal; he is worried that the team is cutting corners with safety. Later, Becker tells Jess that he doesn't trust Matt. Anderson gives a speech to the ARC team telling them that safety is very important and that all field operatives will come from a military background. Matt tells the team that though the missing ARC team members are not considered dead, they will keep looking for them.

WEBISODE 5

Jess, Matt and Becker discuss the new tracking and recording device to be worn by the ARC field teams. Jess tells the others that the device will be on at all times and record information about the Anomalies too. The device transmits back to the ARC's main computer. Matt looks concerned. Later Jess asks Becker the details of the ARC's last adventure and he explains what happened. Gideon and Matt have a phone conversation where Gideon warns Matt not to get too close to the team. Gideon is worried that they are running out of time and that the task they were set is impossible.

Further Adventures:

- What happened to the dark future that Sarah Paige died in? What happened between Series 3 and 4 to change this future? Perhaps your PCs have a hand in changing this or perhaps time shifts are gradual? Another possibility is that the Anomalies lead to multiple possible futures.

SERIES 4

EPISODE 4.1

In this episode we get our first glimpse of the new ARC in action. As the episode opens Matt Anderson traps an escaped Dracorex in Lester's office. The action shifts to the Cretaceous where Abby and Connor are still alive after a year living rough. Connor has high hopes of getting home someday, whereas Abby seems to be resigned to the fact that they will die in the distant past. Leaving the camp to go fishing Connor has a close call with a territorial Spinosaurus.

In the ARC Armoury, Matt shows Becker the EMDs and explains how they work. Becker isn't impressed and is worried that the creatures will shrug off the weapon's effect. He agrees to have Matt shoot him with the weapon and if he finds it effective he'll approve its use. Matt shoots Becker and when he recovers Becker is forced to concede that it is a very effective weapon.

Philip Burton arrives and tells Lester that he has put more money into the ARC project at the Minister's request, strengthening Burton's hold over the ARC. The tension between the two is obvious. Later, Burton pulls Matt aside and tells him that he knows it was Jess that really let the Dracorex loose and that if Matt screws up again he'll be fired.

While trying to recover a survival blanket stolen by a raptor, Connor finds Helen Cutter's Anomaly Control Device, which he manages to make functional with a little technical advice from Abby. They open an Anomaly to the present just in time for the Spinosaurus to reappear and nearly stop them from getting through.

Arriving in the present, the pair run into the ARC team who have come to lock the Anomaly. After a short reunion with Becker, Connor and Abby are introduced to Matt, who orders them back to the ARC for their own safety. Connor volunteers to use the Anomaly Control Device to close the Anomaly but instead unlocks it, allowing the Spinosaurus through. The dinosaur runs rampage through the area with Becker and Matt in hot pursuit.

Connor and Abby steal one of the ARC SUVs and chase down the Spinosaurus. Jess contacts Connor and Abby and tells them to lead the creatures into

a nearby arena. While trying to open an Anomaly, Connor accidentally drops the Anomaly Control Device into the Spinosaurus' mouth causing it to activate, and opening an Anomaly inside the creature. The Spinosaurus implodes.

Returning to the ARC, Abby and Connor marvel at the new building and update Lester on what they know of Danny. Burton meets Connor and Abby and together with Lester informs them of the new rule requiring field team members to have military backgrounds. Both are angered to find out that they will be given "desk jobs" within the ARC.

Later, Matt meets Gideon and tells him of Abby and Connor's return. Gideon suggests getting the pair back on the field team and it becomes clear that Matt and Gideon are part of a conspiracy involving the ARC.

Further Adventures:

- The Anomaly Control Device seems to have vanished following the Spinosaurus' implosion. Is it possible that the device has simply fallen through the Anomaly into another time period? What happens when someone else finds the device and figures out how to use it? You could base an entire campaign framework on the concept of a handful of people who accidentally use the device and end up lost in time trying to figure out how to get home with a malfunctioning device they don't really understand.

- The future that the Anomaly Control Device comes from no-longer exists. The technology is therefore likely to cause temporal damage wherever it goes. If the device didn't fall through the Anomaly in the arena but was instead scooped up by Prospero Industries where is it now? What kind of temporal damage could the unwitting scientists cause while experimenting with this damaged future technology?

EPISODE 4.2

While Abby has been offered a position in the ARC with the Menagerie, Connor is not so lucky. After a year in the Cretaceous, Connor decides to look up his old fiend Duncan only to find that he has become obsessed with the creatures coming from the Anomalies. Duncan tells Connor that he's found evidence of a creature alive in the docklands. Connor investigates and the pair find some rather grisly remains. Calling Abby they manage to locate and identify the creature, a Kaprosuchus, a creature similar to a cross between a boar and a crocodile. The creature has survived into adulthood by killing animals and homeless people.

Builders unwittingly destroy the Kaprosuchus' nest and send it on a rampage. Connor, Abby and Duncan have a nearly fatal encounter with the creature and are only saved when Matt Anderson arrives to save the day. The team hunt the creature as it moves from land to water and back to land. After a tense encounter on a container ship, Becker manages to put it down with an EMD and creature is stored inside a shipping container to be brought ashore. The creature wakes as the container is lifted into the air and its thrashing causes the container to crash to the ground where Kaprosuchus follows Duncan back into the container maze.

Connor follows Duncan into the container maze determined that his last friend won't be devoured. Matt plans to drive the creature out of the containers using flares. Connor finds Duncan and hides him in a shipping container. The plan seems to be working until Kaprosuchus leaps on Becker from above but luckily concentrated EMD fire from Matt, Connor and Abby manage to take it down.

Connor drops Duncan off at his home and tells him to let him know if he hears about any other monsters. Returning to the ARC, Connor confronts Lester and demands his job back; Lester agrees much to everyone's surprise. Jess invites Connor and Abby to stay with her while they find their feet. When they get home she tells them she wants to hear all about the team, in particular about Becker it seems.

Further Adventures:

- What happens to the dead bodies of creatures that the team are forced to kill? Are they destroyed or do they end up in a secret laboratory somewhere? What happens when a corpse is smuggled out of the ARC? Can the characters track the remains down before they become a public scandal? What happens if the creature has a mate and is attracted to the scent of its decaying partner?

- Duncan has gone missing. Did he stumble on a secret conspiracy, was he devoured by some horrible creature, or is he in the wilds somewhere trying to locate a creature so that he can present his findings to Connor? This adventure can be run for a non-ARC campaign using any NPC that the characters knew from their previous lives.

EPISODE 4.3

The episode opens with a small group of strangers huddled near an Anomaly inside a theatre. The strangers are revealed to be Ethan, Emily and Charlotte, and they

have come to the 21st century to find medicine for a very sick Charlotte. They are too late however and Charlotte dies before they can find any. The ARC team arrive and Emily and Ethan flee. Emily runs through the Anomaly pursued by Matt. Matt catches up to Emily when she's knocked out by a Tree Creeper.

Not knowing who Emily is, Matt takes her back through the Anomaly to a hospital. The ARC team lock the Anomaly not realising that two Tree Creepers have already come through.

Back in the ARC, Philip Burton is impressed with Connor Temple's knowledge of Anomaly science. In return, Connor is more than a little blinded by Philip's charisma and reputation. Emily escapes from hospital and tracking her down Matt learns that she is not from the present as he previously thought. Together they realise that there is a Tree Creeper loose in the present and Emily agrees to help Matt deal with it if he lets her go back through the Anomaly.

While the pair track one creature to a high-rise building, Abby and Becker realise that there is a second creature loose in the theatre. Abby and Becker manage to trap the Tree Creeper and force it back through the Anomaly.

Emily and Matt find the last Tree Creeper on the roof of a tall building. After a tense encounter they manage to capture it but the creature escapes and falls off the building while attempting to attack them.

Now it is time for Matt to fulfil his promise to let Emily go home, but the Anomaly has closed and so he asks Abby to help him out. The plan is to let Emily stay with Matt until the next Anomaly opens and he can send her back home. Watching from the shadows we see Ethan, now intent on revenge on Emily for what he sees as her part in his beloved Charlotte's death.

Further Adventures:

- Tree Creeper evolution is brought to an abrupt halt by the K-T extinction event. What happens when a group of them skip forward in time a few million years into an environment where they have no natural predators? For a game with a heavy sci-fi twist, the characters could step back from a temporal excursion to find themselves in a world ruled by the descendants of the dinosaurs!

EPISODE 4.4

A school security camera catches footage of an Anomaly opening in the school canteen. The scene cuts to three pupils in detention watched over by a teacher. When the teacher leaves to go to a vending machine he is killed by a Therocephalian; a poisonous cross between mammal and reptile. Back in detention the female pupil abuses the other two and leaves them to go to the school gym.

The two remaining students decide to get revenge on the girl by setting her X Factor audition as the screensaver on all the school computers. They go to the school's security room to do the deed and spot Matt, Becker and Connor on the security cameras. Mistaking the ARC team for police, they engage the school's automatic locking mechanism trapping the team in separate areas of the school.

Back in the ARC, Jess wrestles with the damage the boys have done to the schools computer system and Philip Burton announces that the Menagerie creatures will all be destroyed. Abby is very upset and asks Jess to help her save the creatures. Shortly after, Jess is tracking the creatures through the school and watches in horror as the girl in the gym is killed by the Therocephalian. Horrified, Jess refuses to help Abby any further.

The team fight their way through the school and locate a nest of Therocephalians in the canteen. Becker is injured and Connor uses the school laboratory to create poison gas to wipe out the creatures. Crisis over, the team returns to the ARC to find that Lester has changed Philip's mind about the Menagerie creatures. Matt returns home to find Emily missing, kidnapped by the vengeful Ethan.

Further Adventures:

- Philip Burton has no interest in the creatures that come through the Anomalies, only the portals themselves. He won't hesitate to issue a shoot to kill order. The ARC sometimes has no other choice but to kill creatures that are a massive danger in the modern day. What happens when a close ancestor of man like a Neanderthal makes itself into such a threat?

EPISODE 4.5

Strange Anomaly readings and a recent disappearance draw Abby, Connor and Matt to the small village Witchfield. Local legends speak of a "worm" that carries off livestock but the villagers claim it's a children's story. The ARC team spook a pair of locals who are laundering fuel and believe that team are from the government.

Investigating further, Matt encounters the Witchfield Worm, which he identifies as a Labyrinthodont before driving it off. Jess contacts Matt informing him that she has CCTV footage of Ethan kidnapping Emily. Matt rushes back to London to try to rescue Emily.

Abby tracks the creature while Connor heads to the Anomaly to figure out why it is so hard to detect. Abby locates the creature in a caravan park but is forced to take cover in a camper van.

Emily had taken one of Matt's tracking devices and Jess uses that to figure out that Ethan has taken her to a graveyard. Matt arrives at a graveyard where Ethan has placed Emily in a tomb.

Connor locates the Anomaly while the fuel launderers dump a load of toxic chemicals into the cave it resides in. Connor asks Abby to bring the creature to the cave and she does so by driving the camper van there while the creature clings to the roof. Abby loses control of the van, crashes, and is knocked unconscious. Meanwhile the chemicals injure another Labyrinthodont inside the cave and its cries of pain draw in the other creature. The fuel launderers subdue Connor but before they can kill him the uninjured Labyrinthodont kills them.

Matt and Ethan struggle with Ethan coming out on top. He claims that he knows things about the Anomalies and that he will make the world see what he has seen. Ethan escapes while Matt frees Emily from her entombment.

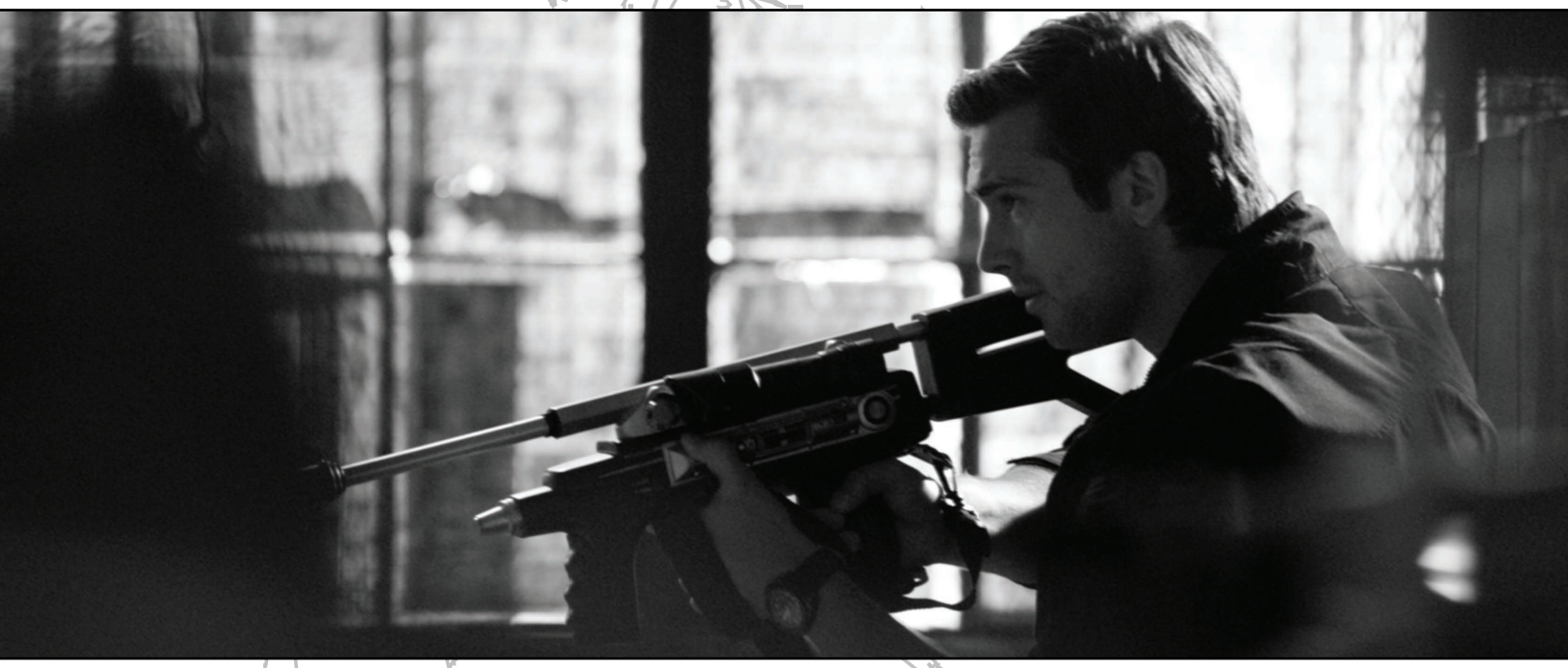
Connor briefly believes that the creature has devoured Abby (it has eaten her tracking device) but is relieved when she appears and helps him to drive the two Labyrinthodonts into the Anomaly.

Matt discusses Ethan with Gideon. The older man warns Matt that Helen Cutter almost destroyed the human race with a little knowledge, and that he shouldn't underestimate the damage that Ethan could do. Gideon believes that Ethan is responsible for the event that destroyed their future.

Connor speaks to Philip about his job offer. Philip tells Connor that he can work on Prospero projects part time as long as he keeps everything confidential and doesn't tell anyone the nature of his work. Connor agrees and Philip welcomes him on board.

Further Adventures:

- How many other legendary beasts could be creatures from Anomalies? Creatures like the



Bunyip, the Beast of Bodmin Moor, or the Jersey Devil could easily be turned into adventure fodder. Primeval has done this already where the Beast of Dean turned out to be a Gorgonopsid. Creating a "real" local legend is easy and many twists can be added. What if a cadre of locals are hiding the creature or controlling sightings of it so that they can increase the tourist trade? A single photograph in a paper could trigger a lot of business for a small town. Locals may react badly when the PCs try to shut down their little business venture.

EPISODE 4.6

The ARC team are called to the site of an Anomaly at a stately home. On arrival, the team run into Jenny Lewis who is getting married in the building the next day. The team waste no time in locking the Anomaly and a grateful Jenny invites them to the wedding the next day. Matt and Emily open the Anomaly briefly so that Emily can go through it. Before Emily can leave a massive Hyaenodon bursts through.

Meanwhile, Connor locates a litter of Hyaenodon pups in the cellar. Connor spends an anxious night locked in a room with the pups while their mother tries to get to them. Back at the ARC, Jess and Becker locate Ethan's flat and narrowly avoid being blown up by a booby trap left behind by the crazed time traveller.

The team deals with the Hyaenodons with a little help from Jenny and the rest of the wedding proceeds as planned. After the wedding, Matt persuades Emily to stay in the present and takes her to see Gideon. Matt claims that he will use Emily to catch Ethan and then leave her. Gideon tries to say something but passes away before he can. Grieving, Matt tells Emily that Gideon was his father.

Further Adventures:

- The reappearance of old NPCs can be an interesting affair. Enemies return as awkward allies and former friends become traitors. Sometimes just meeting an old acquaintance and seeing how they are doing now can add a spark of life to a campaign. Series 4 has already seen Duncan and now Jenny Lewis return, with Danny Quinn making an appearance before the end of the series. These people remind the characters of where they came from and how things have changed for them. Minor NPCs that the characters meet in one adventure can become a touchstone, grounding the characters in a world of time travel and monsters.

EPISODE 4.7

During a tour of an old prison, one of the visitors vanishes mysteriously. Back at the ARC the team discuss what to do about Ethan, and Connor shows off his Anomaly Dating Device to Abby. The Anomaly alert sends the team scrambling to the prison where Abby and Becker find no sign of a creature incursion. Connor uses his new device on the Anomaly and finds out that it leads to the year that Emily is from. Before the team can ponder this finding, the Anomaly unlocks and a Terror Bird walks through only to be beaten back by concentrated EMD fire. Connor is puzzled by the device's seeming malfunction. Another Anomaly opens complete with Terror Bird, while back at the ARC Matt realises that Ethan might be able to detect the Anomalies using a specially tuned radio.

Matt warns the others and rushes meet them; meanwhile Ethan makes his way inside the prison. The team find more Anomalies and Connor explains that the original Anomaly seems to be generating other Anomalies. Danny Quinn steps through a new Anomaly and is promptly shot by a trigger-happy Matt. The team, delighted to be reunited, hunt down Ethan but he escapes when the Terror Bird attacks again.

Matt meets Ethan face-to-face and demands to know what he has done to create the satellite Anomalies. Ethan however has no idea what Matt is talking about and manages to get away again and Matt has to fight off the Terror Bird. Danny Quinn confronts Ethan and the two instantly recognise each other: Ethan is Danny's time-lost brother Patrick.

Danny returns to the ARC with Patrick as his prisoner. Matt interrogates Ethan and finally comes to realise that Ethan is not responsible for the dark future that Matt comes from. Later Danny meets Philip Burton and tells him that he knows that Helen Cutter and Burton were acquainted.

Back at the prison Connor realises that the original Anomaly is actually two Anomalies that opened on top of each other, creating a host of "reflections". Using two Anomaly Locking Mechanisms, Connor closes both original Anomalies causing the satellite Anomalies to vanish also.

In the ARC Patrick Quinn tells Danny what happened to him during the course of his time in the future and past, and how he grew to enjoy killing. Patrick escapes the ARC, shooting Becker in the process and heads back to the prison with Emily as his hostage. At the prison Patrick escapes through an Anomaly to the Pliocene and Danny follows, determined to stop him before he can hurt anyone else.

Emily ponders whether to return to her own time. She has figured out that Matt is from the future and asks him if she should go. He tells her that his future is a bleak wasteland and that he and many others were sent back to various times to try to find a way to stop the event that scoured the Earth from happening. He asks her to go saying that he can't put anything else above his objective. Emily bids farewell to Matt and steps through the Anomaly back to her own time.

Examining the data from the prison Anomalies in the ARC lab, Connor discovers that very soon thousands of Anomalies will open all over the world leading to a massive disaster. Connor confronts Philip Burton with the data and Burton tells him that they will deal with the issue, before inviting Connor to discuss it privately in his car.

Further Adventures:

- The potential of the Ethan/Patrick Quinn story arc is immense. Even if the PCs are not part of the ARC they can still encounter the murderous psychopath. The potential for terror is incredible, how do you stop a man who is happy to go back in time and kill your grandparents to wipe you out of the timeline?

- Imagine this scenario: the characters come back from an uneventful trip to the past and find that someone they remember is now missing. Weeks later they encounter Ethan and earn his enmity – not a hard thing – and a few days later they meet a man that claims to be their friend or love interest, only he has been wiped out of the timeline by Ethan. The only reason that he exists is that he was back in time when it happened. What do the PCs do? How many friends have already been wiped out without them knowing?

- What happens when someone uses a "Sun Cage" or similar device to bring two Anomalies into contact with one another? Simple scientific curiosity could lead to a terrible disaster.

- Ethan was driven mad by the terrors he was exposed to and the things he had to do to survive. How many others are there out there with the same experiences?

SERIES 5

EPISODE 5.1

A construction worker is dragged underground by a massive insect, while in the ARC Philip Burton wonders if Danny Quinn told Matt about his association with Helen Cutter. Later Philip takes Connor to see his new project; New Dawn will harness the power of the Anomalies to provide green energy for the entire planet. Meanwhile, Jess tells Lester that the Cabinet were calling about a knighthood. Assuming that the knighthood is for him Lester gets very excited. Abby catches Matt trying to access Connor's laptop and is frustrated when he refuses to answer any of her questions. Matt asks Abby to trust him and she agrees to think about it.

Lester calls the team to the site of the worker's disappearance where they encounter the burrowing insect, but find that their EMDs are virtually useless against it. Matt decides that they need lethal weapons making Abby suspicious; why does Matt think the creatures need to be killed?

Back at New Dawn, Philip introduces Connor to April Leonard; a Prospero employee assigned to help Connor with his work.

Jess uses existing underground maps and ground-probing radar to locate the creature's tunnels. Across town another man is dragged to his death at a barbeque. The team move to investigate and Matt shows an incredible knowledge of the creature claiming that they are stockpiling food and that there will be a nest in a pre-existing building. As the team try to tempt the creature to the surface Connor shows a terrible sense of timing and arrives just in time to get dragged underground. The team manage to injure the creature before it gets away and Connor wakes some time later to find it dead of its wounds.

Back at the ARC, Lester is meeting with an official from the government about the knighthood. Lester's endless boasting is interrupted by Jess who tells him of Connor's disappearance.

Connor and the ARC team converge separately on the insect nest finding dozens of sleeping bugs. Connor makes contact with the team with a plan for destroying them using the building's gas main and Becker's explosives. The creatures awaken as Connor turns on the gas, trapping him inside the building and he is rendered unconscious. Matt enters the building using the underground tunnels and rescues Connor, killing a bug with a handy nail gun in the process. Becker detonates the explosive and the building explodes, killing the insects and almost taking Matt and Connor with them.

Back at the ARC, Lester finds out the knighthood is meant for Philip Burton and retreats to his office for some stress-relieving screaming.

The team return to the ARC where Connor finds that April has made herself at home in his laboratory. Later April has a private discussion with Philip Burton revealing that she is a spy for him and that her job is to make sure that Connor focuses on his work while seeing if Danny Quinn mentioned Philip's connection to Helen Cutter to anyone.

Abby confronts Matt about his knowledge of the future insect and Matt explains that he was sent back from a future where the Earth is a toxic wasteland. Matt tells Abby that he believes that Philip Burton and Connor are somehow responsible for the disaster that destroyed his world.

Further Adventures:

- Creatures from the future seem to be a universally deadly and tenacious lot. One of the burrowing creatures escapes from the inferno at the shopping centre but it is injured and not acting as it normally would. Tunnelling under the city the creature disrupts dozens of services, starts fires, bursts water mains, and generally wrecks havoc. Then the sightings suddenly stop.

Things seem to be back to normal until a small town to the north starts having subsidence problems. It turns out that the creature hitched a ride on a freight train and is now burrowing at random through the chalky earth. The PCs follow the creature through the tunnels only to discover a dead insect with bite marks all over it. What killed the giant insect and where is it now?

EPISODE 5.2

The crew of HMS *Gartside* find themselves in hot water when they encounter an Anomaly and a creature deep in the North Sea. Before they leave, the Admiralty call in the ARC team to investigate.

Matt, Connor and Abby board HMS *Gartside* with a device made to seal an underwater Anomaly and the submarine heads out to the Anomaly. Abby is shown the creature, a species of swimming raptor, and realises that it isn't dead, just in shock from the cold water. Abby and a crewmember place the raptor in a nearby cold-storage area before it can revive. Back at the ARC, Admiral Marston arrives from the Admiralty to observe the team's progress.

Hours pass and the submarine reaches the Anomaly where it experiences electrical interference from the strong magnetic field. At that moment something large attacks the submarine, tangling one of its external cables around the propeller. A blackout knocks out the magnetic locks on the cold-storage room and the raptor bursts forth, killing a crewman. Meanwhile on the bridge the team formulate a plan, Matt and Abby will use the submarine's bathysphere to untangle the propeller while Connor repairs the electrical damage.

Back at the ARC, Jess and Lester watch in horror as they see *Gartside* being drawn through the Anomaly. Admiral Marston orders a nuclear submarine into position preparing to nuke the Anomaly if necessary. If another nation were to lose a submarine due to the Anomaly it could trigger a very tense political and military situation and the Admiral is not going to take any risks. Lester calls the Minister, trying to stop the Admiral from launching a nuclear missile into the Jurassic period.

Back on HMS *Gartside* the team realise that they have a dinosaur loose on board. After a tense encounter with a pod of Pliosaurs, Matt and Abby manage to untangle *Gartside's* propeller. On board the submarine Connor manages to knock out the raptor and Matt quickly formulates and plan to get *Gartside* past the Pliosaurs.

Approaching the Anomaly, HMS *Gartside* launches the raptor from one of its torpedo tubes. The morsel distracts the Pliosaurs long enough for the submarine to pass through the Anomaly. Returning to the present, *Gartside* narrowly avoids a nuclear torpedo launched on Admiral Marston's orders. The torpedo vanishes into the Anomaly just as it closes leaving the team to wonder if it detonated or not.

Returning to base Abby tells Matt that he needs to know what happened to Emily after she returned to the past. Abby gives Matt her research and reading it Matt finds out that Emily was committed to Bedlam Asylum shortly after arriving home.

Further Adventures:

- What happened to the nuclear torpedo? Did it detonate? Assuming that the nuclear device didn't explode it could have ended up anywhere quietly decomposing. What if one of the Pliosaurs swallowed it and fled the area? A lone Pliosaur with a nuclear lunch in its stomach could be very tricky to deal with.

- This episode highlights one of the lesser thought of dangers of Anomalies: environmental hazards from one side can cross the gap into the other. What would happen if an Anomaly opened leading to a point in time with an active volcano or other deadly danger? Poisonous gasses, heat, and lava could catch a community completely unaware. Add to that a rogue monster trying to escape the devastation in its own time and you have a recipe for adventure.

EPISODE 5.3

The episode opens in Victorian London during an attack by the famous Spring-heeled Jack. A hooded and cloaked figure is seen running from the murder scene. The day after the attack sees Emily Merchant arguing with her husband Henry about the killings. He quickly reminds her that she has forgotten her place in society. Emily is worried that some kind of creature rather than a human is responsible for the attacks.

In the present Matt tries to convince Abby to sneak into Connor's lab and figure out what he is working on. Abby is worried that this betrayal of trust will ruin her fragile relationship with Connor.

Later in the day the team drive a raptor back into an Anomaly in an art gallery only to realise that the Anomaly leads back to 1868. Matt jumps through the Anomaly to hunt down the beast. Finding himself in a warehouse Matt almost catches the creature but he is interrupted by Emily Merchant, dressed as Spring-heeled Jack!

Emily tells him that she's been hunting the raptor but she believes that its Anomaly has already closed, stranding it in Victorian London. The pair are interrupted by Henry Merchant, who is intent on committing Emily to Bedlam Asylum before she can further ruin his reputation. Matt is knocked down and beaten while Emily is tied up for transport to the asylum.

After an unpleasant confrontation with April, Abby decides to break into Connor's lab. Abby convinces Jess to allow her to use the ARC's security cameras to figure a way into the lab.

Back in the past, the carriage with Emily and Henry is attacked by the raptor and Henry's two henchmen are killed. The carriage halts as the horse breaks free. Emily manages to overpower Henry and jumps out. Matt catches up with her and the two make their way back to the warehouse. A local spots Emily in her costume and assuming that she is Spring-heeled Jack, he rushes off to get some help. Henry limps after them unnoticed.

In the ARC Abby narrowly avoids being found by April as she copies Connor's hard drive.

Back in the Victorian period, Emily and Matt knock out the raptor while an angry mob breaks down the doors to the warehouse. The pair throw the raptor back through the Anomaly and Matt asks Emily to come back with him. She refuses and he returns to the present. As she leaves the area Henry confronts her and holds her at gunpoint. Emily flees through the Anomaly as he shoots her.

Henry pursues Emily through the Anomaly and holds Matt hostage. One of the art gallery's exhibits makes a loud

noise, waking the raptor which kills Henry before Becker can shoot it. Emily returns to the ARC with the rest of the team much to the delight of Jess.

Connor finds Abby hiding in his lab and the two argue about Philip Burton. Abby tells Connor that Philip knew Helen Cutter but Philip has already prepared a story that she knew him, due to his fame and academic acclaim but he didn't know her. Later in the lab Connor finally gets his new device to work and a small artificial Anomaly appears. Connor phones Philip to tell him the good news.

Further Adventures:

- As the number of Anomalies increases the number of creatures getting lost in time grows. This temporal damage has the potential to rip time apart and the team may find themselves in any number of situations where they have to travel to other time periods to remove potential threats to the timeline.

- What about Emily? The issue of temporal damage in the case of Emily Merchant was never addressed. Does Abby remember finding the Bedlam Asylum notice about Emily? The whole point is never mentioned but there is a possibly that those people over-exposed to Anomalies become resistant to changes in the time stream, remembering people that no-longer exist. A few might even be committed to asylums, and over time come to doubt their own sanity.

EPISODE 5.4

Matt hacks the encryption on Connor's hard drive and begins to realise what he is doing. In the meantime Connor succeeds in opening a new micro-Anomaly inside the ARC triggering his own detector and summoning the ARC team in the process. Matt demands that the Anomaly be locked but Philip Burton refuses and posts a guard to prevent anyone from interfering with the device.

Matt and Abby talk and Matt reveals that the device is sending information to a larger facility in an old power station. Abby confronts Connor and tells him that he is doing exactly what Helen Cutter wanted.

In the meantime, Jess spots a small insect beside the Anomaly and soon a host of them swarm through, devouring the security guard. The ARC senses a creature incursion and initiates a lockdown. Moments later the number of insects seems less and the team realise that they are burrowing through the ARC's concrete walls. A massive queen appears through the Anomaly and Matt points out that this could work in their favour since the insects will follow the queen. While the team gather pesticide, Matt goes to Connor's lab and destroys the Anomaly device. Philip calls demanding to know why the Anomaly was locked; he seems unconcerned when he hears about the dead security guard.

The team lure the queen in and use pesticide to try to kill all the insects. Sadly the toxin proves ineffective and Becker shoots the queen. Jess in bitten and reveals that she is deathly allergic to insect bites requiring immediate medical attention.

Connor plans to kill the bugs by using a gamma ray burst from the device in his lab. Matt is forced to admit that he destroyed Connor's computer but gives him the backup of his hard drive that Abby stole. Connor is unhappy but uses the device regardless.

Becker and Emily cannot find adrenaline in the medical wing and can't get outside medical help due to the lockdown. The team flee to the bomb shelter as Connor's gamma ray burst kills the bugs.

Later, Connor is shaken to discover that Philip triggered the ARC's self-destruct mechanism but the insects had eaten through the wires preventing it from activating. Investigating further Connor finds a connection between Helen Cutter and Philip Burton. Connor speaks to Abby and Matt and tells them about the New Dawn project.

Meanwhile, in a vast industrial structure, April and Philip look on as the New Dawn device powers up.

Further Adventures:

- The New Dawn prototype is a good example of a technology that started out with positive intentions but ended badly. When dealing with future technology the characters might be surprised by unexpected findings. When using the "We Need It Now!" rules from the Primeval Core Rulebook, the GM may allow players to spend less (or no) story points for devices that have some unforeseen issue.

- Most Anomalies range in size from about 1.5 to 6 metres in diameter. Tiny and colossal Anomalies are entirely possible however, such as the PanaceaCorp Anomalies from the Primeval Companion. Tiny Anomalies can introduce gasses, spores, and other micro-horrors into the environment and are very difficult to spot. Imagine the problems when a small Anomaly is trapped within the magnetic field generated by a large amount of metal, like that found in a train – dragged across the countryside spewing lord-knows-what in its wake.

EPISODE 5.5

A Tyrannosaurus Rex rampages through central London, while back at the ARC Matt confesses that he is from the future. Matt also explains that the New Dawn project needs to be stopped right away. Lester agrees to try to get the Minister to stop New Dawn. As they speak, Philip Burton walks in and Lester takes him aside. The ARC sensors detect the T-Rex's Anomaly but before the team can get there a group of reporters manage to get the T-Rex on camera. The Anomaly becomes public knowledge and Philip Burton asks Connor to accompany him back to New Dawn. Connor stalls for time by pretending he needs Philip to look at something in the lab.

Matt encounters the T-Rex in the city centre and manages to bring it down with his EMD much to Becker's grim amusement.

In the ARC lab Philip fixes the minor problem Connor created to stall him and the two head for the car park. As they do, the Anomaly alarm goes off and Connor, glad of the delay, rushes to take a look. Jess and Connor look on in horror as hundreds of Anomalies open disgorging a host of monsters on the unsuspecting public. Connor and Philip make their way to New Dawn while Jess assigns everyone she can find in the ARC to field teams.

Matt explains that the opening of thousands of Anomalies is a normal event called Convergence that happens every million years or so. Interrupting this event can have catastrophic repercussions however so he and Emily will go to New Dawn to stop Philip's plan.

Lester returns to the ARC with bad news; the Minister is more worried about monsters on the street than New Dawn and refuses to order it shut down. Meanwhile across town, Philip's car is overturned by a rampaging Kaprosuchus and Connor is trapped inside. Connor tries to stun Philip with his EMD but Burton has disabled it. Philip leaves Connor behind telling him that he never truly trusted him. Connor calls Abby and she rescues him from the enraged Kaprosuchus.

Matt and Emily make it inside the New Dawn facility, narrowly avoiding the flock of Pterosaurs that have set up residence outside. They then come face to face with April Leonard and Prospero's security guards who attempt to throw them out of the building. Emily and Matt escape when the guards are attacked by the Pterosaurs and meet up with Abby and Connor.

Connor tries to hack the New Dawn machine's controls but Philip manages to lock him out of the system. Abby and Emily engage a number of guards in hand-to-hand combat while Matt locates the control room. After a tense stand-off with Philip in the control room, security guards grapple Matt. Burton starts the final countdown for New Dawn's activation.

Abby and April encounter each other and April is attacked by a flock of Pterosaurs and falls over a high balcony, presumably to her death.

Connor climbs onto the New Dawn device's primary emitter and attempts to disable it but Philip is ready for this and circumvents Connor's attempt. Connor is stunned as a gigantic Anomaly forms and falls into it.

In the ARC car park a Tree Creeper pays the price for messing with Lester's new Jaguar. Back at the New Dawn facility the device drains the power from the Anomalies opening worldwide, closing them and opening a "super-Anomaly". Matt watches in horror as Convergence is interrupted while back at the ARC Jess and Lester wonder what could have happened to close all the Anomalies.

Further Adventures:

- Hundreds if not thousands of Anomalies open worldwide suddenly alerting everyone to their existence. This can be a great campaign opening as dozens of public and private agencies try to make sense of, and exploit these holes in time. What do a bunch of college students on a camping weekend do when a family of raptors decides to make lunch of them? What ideas can big businesses come up with to exploit portals in time? What can a few crazed mad-men do with modern weapons and a will to change the recent past?
- The Convergence event allows the ARC teams to chart every Anomaly that opened that day and build a map of at least some of the possible Anomaly sites. Teams could be sent to these locations to chart any possible incursions in the past that might be interfering with the present. Clans of Cro-Magnon prowling the moors, a lady with a pack of pet raptors, or an Austrian painter from the 1920s who has spent the last five years living in Croydon are just a few of the possibilities.

EPISODE 5.6

Connor awakens in Matt Anderson's home time. The landscape is a toxic wasteland populated by mutated future predators. A toxic storm washes over Connor just before a predator can stop him.

Back at New Dawn, Matt gets free of the security guards and meets up with Abby and Emily. Matt grabs an EMD and leaps into the Anomaly and is shocked to find himself back in his home time. Matt finds Connor in a bad state, his lungs damaged by the toxic air. A future predator attacks them but Abby appears and manages to finish it off. Matt leads the others to a safe bunker as another toxic storm washes in. Matt explains that the bunker was used by his people to shelter from predators and storms. Connor feels massive guilt of the dark future he has created but Abby manages to convince him to return with Matt and her to the present.

Back in the present, Abby, Matt and Connor flee outside the New Dawn facility where they meet Philip Burton. Philip has finally realised that Helen Cutter was exploiting his ego all along and now the Anomaly is too powerful for him to control. Philip seems resigned to the destruction of the Earth but Connor convinces him to try to think of a way to stop the New Dawn device. Philip agrees to use the emergency backup system to destroy the Anomaly.

Back at the ARC Jess and Lester face a pair of future predators that have appeared through an Anomaly generated by Connor's prototype.

Philip tells Matt that the only way to stop the Anomaly is to destroy the building and that he intends to sacrifice himself to do it. He and Matt make peace before Matt runs off to find Emily who has been lost inside the facility. Emily and Matt escape as the building is blasted to rubble. Incredibly, the Anomaly is still standing and the team despair.

Lester and Jess play cat and mouse with the predators, making their way to the Armoury but find it all but stripped by the field teams. Lester accidentally makes a noise and a predator moves in for the kill.

Returning to the ARC the team find Jess and Lester shaken and injured but still alive. Connor has a new plan to destroy the Anomaly by placing the Anomaly generated by his prototype inside it, hopefully causing it to destabilise.

Using a small version of the Sun Cage, the team load the prototype Anomaly onto Becker's truck. Matt plans to drive the truck straight into the Anomaly. Emily is upset and worried that by destroying the Anomaly Matt will erase himself. The plan works and the Anomaly closes with a massive burst of energy. A few moments later Matt walks from the dust and rubble as the team rejoice.

Returning to the ARC, the team are met by Lester and Jess. Abby proposes to Connor and he delightedly accepts. Lester wonders if this is the end of the Anomalies but a phone call informs him that a train has vanished at King's Cross Station under unusual circumstances. As the team head out Matt goes to retrieve his phone and sees an image of himself covered in dirt and injures telling him that "he has to go back". Emily appears and the image vanishes leaving Matt visibly shaken.

Further Adventures:

- Why didn't the Anomaly detector register the King's Cross Anomaly? Was it damaged during the Convergence or does it require tuning to pick up the post-convergence Anomalies? The characters might be sent out to hunt down Anomalies the old-fashioned way until they can gather enough data to recalibrate the Anomaly detector.

- What else has changed? By this point the ARC have a fairly good idea of what to expect from an Anomaly. But maybe the botched Convergence has changed the nature of the Anomalies. This opens the floor for all kinds of weird and wonderful changes to the nature of Anomalies. Heck, you could have Anomalies that open to some distant past on the Martian surface (Martian monsters anyone?) or Anomalies that link to points in time only days or weeks distant from the present. Of course, this would take your game significantly away from the Primeval core concept but might be fun if you want a completely fresh start.

- Who was the figure that Matt Anderson saw? Was it himself or perhaps a manipulated image? What if Matt is a clone?

CREATURES FROM SERIES 4 AND 5

IGUANODON

(Iguana tooth)

Home Period: Early Cretaceous

Iguanodon ranges from 6 to 10 metres in length and is distinguished by two conical spikes at the ends of its thumbs. These spikes are used to strip plants but also form a nasty defence if a predator is foolish enough to attack from the front. Iguanodon is of fairly average intelligence as dinosaurs go and could run quickly on two or four legs. Iguanodon spends most of its time at rest or eating on its back legs, using its arms to aid in feeding or defence.

Iguanodon is a fairly placid herbivore and travels in large herds. When isolated from the herd, it becomes agitated and may attack. Iguanodon is particularly attracted to shiny objects and when released in the modern day is likely to be drawn to jewellery stores and the like. The ARC team encounter this creature in a beauty school where it was doubtlessly drawn to the body glitter and thousand shades of nail polish.

Awareness 3 Coordination 2 Ingenuity 1

Presence 2 Resolve 4 Strength 10

Speed: Average Size: Huge

Maximum Threat: 12

Threshold: 6 (1-3 Flee, 4-5 Heedless Flight, 6 Attack)

Traits:

- **Conical Claw:** A slash from Iguanodon's claw does Strength +2 damage (6/12/18).
- **Herd Mentality:** Iguanodon is a herd animal and becomes agitated when not with others of its kind. Reduce Threat Threshold by 2 when not in a herd.

Threat Powers:

- **Heedless Flight (3 Threat):** When agitated or frightened, Iguanodon charges through the area of terrain in the direction opposite that of the threat, heedless of anything in their way. Anything smaller than Iguanodon in its path takes Strength damage (5/10/15).
- **Sound the Alarm (2 Threat):** When Iguanodon senses danger, it bellows a screeching cry. This increases the Threat of all other Iguanodon by 3.

Skills: Athletics 3 (Running 5), Fighting 3, Survival 3

CARNIVOROUS FUTURE BEETLE

(None)

Home Period: Toxic Future Earth

The Carnivorous Future Beetles (CFBs) came to the ARC through Connor Temple's man-made Anomaly. On arriving in the ARC they burrowed through concrete in seconds allowing them to escape the confines of Connor's lab. On exiting the lab they inflicted critical damage on all of the ARC's systems within a very short span of time. CFBs are hive creatures and follow a single queen who is about 30 to 60 centimetres in length.

Individual beetles, are at most, around 10 centimetres long but as a group can swarm over and kill a grown man in seconds. CFBs typically scout out a given area and if resources are found the entire colony moves into the new area. The creatures can be counted on to follow and protect their queen above all else but if the queen is killed they tend to go on a destructive rampage killing everything in sight.

Awareness 2 Coordination 2 Ingenuity 1

Presence 1 Resolve 4 Strength 1

Speed: Average Size: Tiny

Maximum Threat: 4 (12 in swarm, 24 if queen is dead)

Threshold: 2 (Always flee, Swarm: 1-3 Attack, 4-6 Flee, if queen is dead always attack)

Traits:

- **Bite:** The beetle's bite deals Strength (0/1/2) damage.
- **Swarm!:** If there's more than a dozen beetles present, treat them as a Swarm.

Threat Powers:

- **Burrow (1 Threat):** The Beetles can swiftly burrow into almost any substance short of sheet steel, how they do this is a mystery but some form of highly advanced acid is likely to be involved. Spending one threat allows the creature to burrow through 20 centimetres of material.

Skills: Athletics 3, Fighting 2, Survival 2, Subterfuge 2

GIANT FUTURE BEETLE

(Unknown)

Home Period: Toxic Future Earth

Giant Future Beetles (GFBs) first came to Earth through an unknown Anomaly and had apparently been in place for quite some time given the extensive tunnel network they had excavated before being discovered. GFBs spend lean periods in hibernation, waking up only when a new food source is found. Typically a single scout will be awake during these periods, often bringing back new food for the hive for when the others wake up. Killing a scout usually triggers the other members of the hive to wake and so is usually a bad idea unless the hive has already been located. The creatures gather in groups of up to 20 creatures and communicate through vibrations and pheromones. They do not seem to have a queen.

Awareness 2 Coordination 2 Ingenuity 2

Presence 2 Resolve 3 Strength 10

Speed: Average Size: Huge

Maximum Threat: 12

Threshold: 6 (1-3 Attack, 5-6 Grab and Vanish Underground, 6 Flee)

Traits:

- **Bite:** The GFB's bite does Strength +2 damage (7/14/21).
- **Fear Factor 2:** +4 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the monster.
- **Sense Vibrations:** The GFB has a +4 bonus to Awareness when tracking prey that is making a lot of noise or vibration such as those caused by power tools and loud music.
- **Armour 3:** Reduce all damage suffered by 3.
- **Resistant:** GFBs are immune to EMD and taser fire.
- **Tunnel Builders:** GFBs are natural tunnel builders and only come to the surface to feed or to nest. They are slow burrowers and don't rely on it during combat. They often use existing tunnels, ousting the original owners in the process.

Threat Powers:

- **Grab (2 Threat):** The GFB grabs an enemy and then typically drags them underground using its Vanish

Underground power. Breaking free of a grab means overpowering the GFB in a contest of Strength + Athletics.

- **Vanish Underground (3 Threat):** The GFB disappears down a handy tunnel. By spending 3 Threat, it vanishes from the scene.

Skills: Athletics 3, Awareness 4, Fighting 3, Survival 3

MUTATED FUTURE PREDATORS

(Unknown)

Home Period: Toxic Near Future

The Mutated Future Predators (MFPs) come from Matt Anderson's future timeline. They are almost identical to the Future Predators from the future timeline that Helen Cutter tried to prevent. This similarity calls into question the origin of the Future Predators; Cutter hinted that the ones existing in the original future timeline were clones, so are the MFPs a similar attempt at cloning? Perhaps some form of experimentation to create a creature that could survive the toxic storms of Matt's future? The answer may lie in the Future Predators left behind in the Permian era by Nick Cutter. Could these creatures have survived and thrived, perhaps underground or in the deep jungle, hidden from humanity? The creature's incredible stealth powers might have allowed this but it is still unlikely.

Whatever their origin, the MFPs are as dangerous as their alternate-future counterparts, perhaps even faster but a little less focused and easier to distract. They also seem to lack the stealthy instincts of their alternate-future brothers. The hide of the MFPs has been damaged by exposure to the toxic Earth environment and the creatures are possibly in constant pain explaining their aggression and apparent reduced intelligence. For more detail on Future Predators see page 259 of the Primeval Core Rulebook.

Awareness 5	Coordination 5	Ingenuity 1
Presence 4	Resolve 3	Strength 8
Speed: Fast		Size: Big

Maximum Threat: 15

Threshold: 5 (Always Attack)

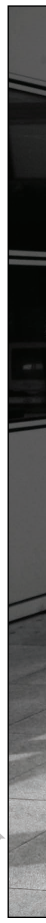
Traits:

- **Claw:** The Future Predator's sharp claws do Strength +1 (5/9/14) damage.
- **Fear Factor 2:** +4 to attempts to intimidate prey, and characters must roll to resist Fear on seeing one.
- **Sonar:** The predator hunts by sound. It can see perfectly in the dark. However, unexpected loud noises stun the Predator until it makes a successful Resolve roll.
- **Toxin Immunity:** The MFP was born in a cocktail of horrific toxins; it is therefore immune to almost any poison known to man.
- **In Pain:** The MFP is in constant pain, making it much more aggressive than its alternate-future counterpart. The MFP has no time for lurking in corners and reduces its threat threshold by 2. In addition, it is easily distracted by minor bumps and bruises; the MFP doubles threat gained from injury and attacks made on it.

Threat Powers:

- **Frenzy (2 Threat):** The predator savages its prey. The predator can keep rolling attacks on its victim until it misses.
- **Listen (1 Threat):** The predator gains a +5 bonus to Awareness, and can detect heartbeats through walls. Hiding from a hunting predator is almost impossible.
- **Dodge Anything (2 Threat):** The MFP preternatural reflexes and sonic senses allow it to predict and dodge almost any ranged weapon including bullets and EMD fire. By spending 2 Threat, the predator is considered to roll a natural 12 on its Reaction to a single Marksman attack.
- **Flee (2 Threat):** Future predators are capable of escaping with great speed. By spending 2 Threat, the creature bolts away at incredible speed. As long as there is a possible escape route, the creature manages to flee the scene.

Skills: Athletics 6, Fighting 6, Subterfuge 3,Survival 6



ONCE AND FUTURE

Primeval features a number of characters from other times such as Matt Anderson, Gideon Anderson, Charlotte Cameron and Emily Merchant. It also features characters such as Patrick Quinn, Danny Quinn, Connor Temple and Abby Maitland who have spent significant periods away from their home times. While such characters have the potential to cause temporal damage they are also a lot of fun to play and interact with.

Whether it's a secret agent from the future come to avert the apocalypse or a medieval knight trying to find his way back home, time-lost characters are inherently interesting to play and interact with. This chapter includes new traits for time-lost characters, information for handling and playing such characters, and a few sample characters that you can use as templates or can include as NPCs in your own campaigns.

RUNNING TIME-LOST CHARACTERS

INTRODUCING TIME-LOST CHARACTERS

Time-lost characters are a little special and having one of them in a group should be enough for any GM to handle; unless of course the game premise hinges on a group of time-lost characters. A time-lost character should never be allowed to become "Jurassic Joe", the average guy who happens to come from a future where dinosaurs rule the Earth and humanity are enslaved. Likewise, a time-lost character can take over the game with strong plotlines tied to his very existence. The GM and player should work together to strike a balance between these extremes so

that other players get face time while the time-lost character doesn't end up being just another PC.

How does one introduce a time-lost character to the group? How do you integrate someone who is by definition an outsider? There are many ways in which you can introduce a time-lost character; here are a few examples of time-lost character types and suggestions for integrating them into your campaign:

THE SAVIOUR

The character has come from a distant future to save the world from destruction, desolation, or pink Tyrannosaurs. The character is on a mission of some kind, either given to him by a greater organisation or trying to fulfil some personal goal. This is Matt Anderson's story, and according to him there were others like him sent back with the same mission. The character might be one of Anderson's people or may be trying to prevent a totally different apocalyptic event.

These characters often actively try to infiltrate organisations, investigating the Anomalies and making it easy to bring them into the PC group. The GM and player should work together to align the time-lost PC's mission with the goals of the player group. Characters in a military or similar organisation might have the new PC assigned to their group since his CV looks so good.

THE VILLAIN

The character is from the future but his goals are far from benevolent. The character might be an assassin or simply someone out to build some kind of empire. The character might be motivated by greed, vengeance, or simple expedience. The character might intend to wipe out a family that will later give rise to a new mass murderer; but does removing this man justify the deaths of his innocent ancestors? This background can lead to some great storylines and possible redemption story arcs. Helen Cutter, while from the present, is a good example of someone messing with history to achieve her insane goals.

This PC type is also easy to integrate into groups as they might seek to infiltrate groups that have access to Anomaly technology. The GM and player should work together to make sure that the PC has plenty of opportunity to bond with his new team so that any betrayals might sting all the more. The GM should be careful when allowing this PC concept since it can be very destructive to a group and should probably limit it to mature players.

THE REFUGEE

The character fled his home timeline because it was hostile in some way. If we have learned anything from the glimpses of the future *Primeval* has shown us, it is that it can be a very dark place indeed. A variant on this could be someone from the past driven through an Anomaly due to some environmental problem. A character might have been lost and starving in a desert, caught in a burning city, or marooned on a desert island. The character may also be a criminal on the run from the authorities similar to Patrick Quinn, but perhaps a little less psychotic.

These characters should start out with some talents or skills that make them immediately useful

TIME TRAVEL, QUIRKS AND INSANITY

Survival drives people to do terrible and great things. A mother lifts a car off her child and a man cuts his own arm off with a penknife to free himself. Imagine you were trapped alone in another time and place, with no hope of rescue, surrounded by monsters and knowing that your loved ones would probably never discover what happened to you. This is enough to bend and snap even the most powerful wills, and this is exactly what happened to the likes of Helen Cutter and Patrick Quinn. Emily Merchant mentions that all members of the Time Tribe were damaged in some way being so far from home.

People lost in time may have strange ways of thinking, borne out of the instinct to survive. Think of Abby Maitland, still standing guard at night in a London flat; Danny Quinn's club, "Molly"; or of Patrick Quinn's description of his slow decent into murderous psychosis. When creating a time-lost character try to think about how their experiences would have changed them and what strange behaviours they might have picked up and what others might find odd. Just remember that "psychotic murderer" is not a trait conducive to playing well with others.

to the PC group; otherwise the character may end up as a poor cousin, left behind at the base as a liability. A refugee might also have valuable information about his future or about a group meddling in the past.

THE ACCIDENTAL TOURIST

The character stepped through an Anomaly either by accident or through curiosity. As a result of this, the character has been catapulted through time to an unfamiliar place. The character might have fallen through more than one Anomaly and now has no link to home. Accidental tourists are the most likely to want to get home again; they aren't on any kind of mission, they aren't fleeing from some terrible disaster, and don't have ten thousand unpaid parking tickets waiting for them back home.

The accidental tourist can vary from a wretched figure missing his family, to a dynamic explorer on the adventure of a lifetime. Like the refugee, the accidental tourist should have abilities or talents that make him useful in the field. An accidental tourist might have surprising family connections; he might be a great-grandfather (or grandson) to one of the PCs, giving them a reason to look after his welfare.

HANDLING FOREKNOWLEDGE

Characters from the future come with their own set of complications; not only do they have all that fun technology, they also know next week's lottery results and who is going to win the next three Grand Nationals. So how do you handle foreknowledge? Once again the GM and player should get together ahead of time (no joke intended) and work out exactly what the character knows. Time travellers from the future are notorious for their shoddy records, and travellers from post-apocalyptic wastelands don't have ready access to newspaper archives and the internet.

In short, time travellers should, at best, have a broad knowledge of what is going to happen but not of the exact details. Also by their very presence, the time-lost traveller disrupts the future that they know, creating a million subtle changes that build into a temporal juggernaut. Gideon and Matt Anderson are excellent examples of time travellers who know what is going to happen in broad strokes but don't know much more than the basics.

A kind GM might allow time-lost characters to spend Story Points for inspiration should the story falter. Use of Story Points in this manner should be tightly controlled to prevent the plot from becoming "future guy and friends".

PLAYING TIME-LOST CHARACTERS

As mentioned before, time-lost characters should never become just another bloke who happens to be best friends with Genghis Khan. Time-lost characters are something special, they have a reason why they stay in our time, and they face special challenges when dealing with modern day.

When playing your character think about the time he came from, a little research may turn up some rewarding roleplaying fodder such as their morals or attitudes towards certain things. For example, some ancient Romans thought lettuce was an aphrodisiac and therefore jokes about the vegetable were not uncommon.

The first thing you need to decide when creating a future character is the basic concept (mentioned above); next you should consider the following questions:

When do you come from?

You need to decide when and where the PC originally grew up and therefore what time they consider home. This should determine your skills and possibly give you ideas for traits.

Why doesn't the PC go home?

Is it that he can't find an Anomaly to the right time? Is the character in love with someone from the present? Does the PC just not fit in at home anymore? Maybe someone is forcing the PC to stay in the present; perhaps blackmailing them by holding a loved one captive?

What are the PC's goals and motivations?

Is the PC on a mission to save the world or to take revenge on someone? Is the PC driven by anger and hatred or by a higher purpose? Does the PC use his motivation as an excuse to commit terrible actions or is the PC always the one who stops and thinks, his unique perspective on the timeline driving him to think about consequences.

What language do you speak?

Do you speak a modern language or do you litter your speech with old phrases or strange words that haven't been invented yet? Maybe your English is poor and you're much happier to chat away in Latin or ancient Egyptian? Language develops quickly, and more so now than ever before, so travellers from the future are likely to face the same problems as those from centuries past.

How does your character handle modern technology?

If you are from the fairly near future or past (20 years or so), you should be able to handle most current technology with no problem. After this time things start to get difficult as technology has changed so much that it's difficult to make the adjustment. Imagine a Gaul warrior from AD100 trying to use a toilet, or explaining a mobile phone to a 1930's businessman. Decide in advance your character's experience with modern technology and the problems he might encounter.

How long has the PC been time-lost before meeting the other PCs?

This point is related to the technology and language questions above. A time-lost knight from medieval France is going to be at a distinct disadvantage when thrown directly from his castle into a modern day setting. In these cases it might be best to introduce the character through a group like the Time Tribe, or to say that he has already spent time in the near past or future where he at least got used to technology and picked up some language skills. Unless you are playing for humour, few groups would enjoy introducing Sir Etienne to the concept of a toaster.

TRAITS

Traits give a character life and help to distinguish them from others. The time-lost character's player should choose traits carefully, choosing those that set him apart from the other characters while still making him useful. In this regard, traits that involve non-technical skills are probably the best for characters from the past while those from the future could choose whatever mix they feel is best.

EXISTING TRAITS

Some existing traits are particularly appropriate for time-lost characters:

Anomaly Sense

This trait is appropriate for characters that have jumped through multiple Anomalies. It explains

TIME TRAVEL AND SKILLS

Some skills, such as Science and Technology are dependent on the era their possessor comes from. The *Primeval Core Rulebook* covers this in the box on page 153. It mentions that the skills from one time may take penalties when used out of their home time period without the appropriate equipment available. The following skills are impacted the most by changes of time period:

Craft

You need to become familiar with the tools and techniques available to this time. A carpenter from the past would be flummoxed by power tools but a modern/future metal worker might be equally confused by the inner workings of a forge. The character's Area of Expertise might impact the penalties they take since some aspects of this skill have changed more over the years.

Medicine

A modern/future medical practitioner still knows a lot but, if stranded in the past without modern medicines and antibiotics, can he save someone from a bacterial infection? The modern doctor is of course much better off than his medieval counterpart whose suggestions of bloodletting might not go down so well with an asthma patient.

Science/ Technology

Modern/Future scientists can still create theories and make observations in the past but without appropriate equipment they can't build anything and may be limited in what they can discover. The historical scientist is going to spend a lot of time confused by modern theories.

Survival

A million years or so into the past and the Survival skill takes penalties for anything more complex than finding water and shelter. The plant and animal species have changed so much that finding safe food becomes guesswork.

Transport

The transport skill becomes useless before about 200 years ago when the first steam trains appeared.

As a rule of thumb, a downstream skill user takes a penalty when the correct tools are not available to him. An upstream skill user takes a penalty any time he is in the future since he lacks the modern knowledge. The *Primeval Core Rulebook* mentions that skills can be updated to the modern day equivalent by practice and study. The time required to bring a skill "up to speed" is left flexible so that the GM can decide what is appropriate for his story.

how the character found their first Anomaly and how they managed to discover others.

Brave

Time-lost characters have often been placed in multiple horrific situations and are somewhat inured to the scary stuff that lurks behind Anomalies. Heck, even wandering around the modern world is a little scary for them.

Fast Healer/Fast Runner/Keen Senses/Lucky/Never Gives Up

Living in the past with limited modern equipment is an exercise in Darwinism. The fastest and the fittest survive.

Future Tech

This trait is particularly appropriate for those from the future. In this case you may have actually cobbled together the device yourself rather than having found it.

Pet

Living alone in pre-history is dangerous and lonely. A pet can keep you company and alert you to dangers. You might have brought the pet from your own time or have found it on your travels in the past.

Dark Secret

This trait is particularly appropriate for time travellers from the future here in the present to change time. The trait could also apply to some terrible act you committed while trying to survive; this act may have left you guilt-ridden.

Distinctive/Eccentric

You're from another time and have ways that are strange and possibly make you stand out. Your experiences as a time-lost wanderer might make you difficult to deal with.

Emotional Complication

Nearly every time-lost traveller is broken in some way. Paranoia, depression, lost loves, and overdeveloped senses of revenge are all par for the course.

Impoverished

This is very appropriate for characters having come through an Anomaly with nothing but the shirts on their backs. If the character had some kind of portable wealth like gold jewellery or the like, then they could have normal resources.

Insatiable Curiosity

This trait is a good reason for the character to become time-lost in the first place and a reason why they don't want to return home just yet. After all, what kind of person walks into a sparkly oval filled with floating broken glass?

Obsession

Focusing on one goal helps those trapped in the past to hold on to some shred of sanity. Sadly, this means when they get home they tend to be considered a lot less sane.

Phobia

Monsters are real, they hide in the dark, that snake is 50 metres long, there's a creature under the bed. Phobias are irrational fears and the experiences of a time-lost traveller are likely to generate many of these.

Technically Inept

This trait is very appropriate for time-lost characters from the past.

Time Shifted

You are from a time that doesn't exist any more. Perhaps you came back to the present to find everything you knew is totally wiped out. The 15th Glorious Roman Republic is no more; all that exists is this collection of tiny states roughly aligned to the old provinces.

NEW GOOD TRAITS

Temporal Anchor (Minor Good Trait)

You remember time-shifted places and people. These remembrances come as visions or dreams and can be quite disturbing.

Temporal Floodgate (Major Good Trait)

Your very existence serves to release the pent up temporal damage in a safe manner. What happens to this damage is up to the GM.

Effect: The character can spend a single Story Point to apply a -2 to a temporal damage roll total. Only one Story Point can be spent in this manner per roll.

Future Technologist (Minor Good Trait)

You are from the future and have an understanding of future technology.

Effect: The character gains a +2 to all rolls regarding knowledge or repair of future technology. The trait grants you +1 Progress when trying to create gadgets. This trait can only be taken by characters from the future.

Well Travelled (Minor Good Trait)

You are a wanderer and have seen a lot and travelled to many times and places.

Effect: You gain a +2 to rolls made to identify a time periods and creatures.

They Come at Night (Minor Good Trait)

Years of living with monsters means that you've learned to sleep with one eye open, sometimes both.

Effect: You suffer no penalties to Awareness rolls when waking and may still make Awareness rolls to notice the approach of hostile creatures while asleep.

NEW BAD TRAITS

Frail (Minor or Major Bad Trait)

Your home time is not the healthiest; you may have grown up in the pea-soupers of Victorian London, suffered malnutrition as a galley slave in ancient Rome, or endured the toxins of a post apocalyptic time period. In any case your constitution is broken and you suffer more from injuries than other people.

Effect: When suffering Attribute damage the character takes an additional point of damage. This is increased to two points if the Major Bad Trait is taken.

Plague Bearer (Minor Bad Trait)

You carry and are immune to a disease that is unknown to science at this time, or is thought extinct. You are a modern day Typhoid Mary, though you may be totally oblivious to this.

Effect: This is a tough trait to play and deserves its own story. The character may remove the trait in the normal way if the GM rules it appropriate.

Temporal Damage Magnet (Major Bad Trait)

Something about your existence threatens the timelines. Reality knows that you shouldn't exist and reacts badly around you.

Effect: All rolls on the shifted timeline table gain a +1 while the character is around.

No Identity (Minor Bad Trait)

You don't exist in the modern day. This can be a major inconvenience or sometimes a boon. You may be forced to live in accommodation provided by others. You lack bank accounts and your travel will be severely restricted.

Effect: The GM should rule on whatever inconveniences apply to the character. The character may remove the trait in the normal way if the GM rules it appropriate.

PAST AND FUTURE CHARACTERS

GAIUS CAECILIUS VENATOR

Time-Lost Roman Centurion

Gaius is the third son of a Roman senator. A tearaway, Gaius was forced into the Legions by his father in order to "make a man of him". Seven years of hard warfare in Gaul turned the young man into a hardened veteran. None of this prepared Gaius for his encounter with the "Chimera" that the Gauls set upon them. The creature tore apart half his unit before they knew what was happening, the rest fled into the woods. With the beast hot on their heels, Gaius and three of his fellow soldiers ran straight through an Anomaly into the Triassic period before they had time to register it.

Gaius and his companions believed that they were cast into some kind of hell until they met a woman called Helen who told them that they had travelled through time itself. In return for helping her, Helen showed Gaius and his friends the secrets to travelling through the Anomalies, she

even taught them a little of her strange language. Helen is dead now, as are Gaius' friends and he is more than a little lonely as he wanders through time looking for a purpose.

Gaius is a distinctive figure; although he is quite short (1.65m) he wears his Legion armour with pride and displays immense raw charisma.

Awareness 3 Coordination 3 Ingenuity 3

Presence 5 Resolve 4 Strength 4

Skills: Animal Handling 3, Athletics 3, Craft 1, Fighting 3 (Sword 5), Knowledge 2, Marksman 2, Survival 3 (Wilderness 5).

Traits:

- **They Come at Night (Minor Good Trait):** Gaius has never slept well since his time fighting the Gauls.
- **Brave (Minor Good Trait):** Years spent on blood-drenched battlefields have scoured all fear from this man.
- **Favourite Weapon (Minor Good Trait):** Gaius loves his short sword.
- **Well Travelled (Minor Good Trait):** This young man has seen a lot.
- **Distinctive (Minor Bad Trait):** Gaius sticks out in a crowd.
- **Impoverished (Minor Bad Trait):** Only the clothing on his back.
- **No Identity (Minor Bad Trait):** Gaius doesn't exist according to modern records.

Story Points: 12

HAROLD SMITHSON-BLYTHE

Time-Lost Victorian Scientist

Harold Smithson-Blythe spent his youth in a series of high-class schools followed by a stint at Cambridge University where he studied the sciences. Harold was unable to get on with other people which resulted in him losing any chance of a professorship at the university. Instead, Harold continued his research on the extensive estate owned by his family.

Harold discovered his first Anomaly while walking in the grounds one day. The Anomaly disgorged a Terror Bird which Harold's gamekeeper promptly shot dead. Harold was stunned at the possibilities and after paying the gamekeeper to keep his mouth shut Harold began his investigations. One hundred years before the ARC came into existence Harold spent his time tracking monster sighting and Anomaly sites. Harold's obsessive need to document things resulted in an impressive map of possible and actual Anomaly sites all over England.

Harold had visited a dozen other times, usually with the assistance of a gamekeeper or other "useful man". Few of his allies survived beyond the first expedition however. After years of this, Harold finally found what he was looking for: a portal to the future! Having made the preparations required to access his wealth in the future Harold is ready to take the big step and visit his own future.

Although Harold knew where he was going he wasn't as prepared as he thought. He expected some kind of future where the British Empire had bases on the moon and everyone flew Zeppelins to work. Instead, what he found was a dark and blasted wasteland dominated by some kind of acidic slime. Once again Harold's companion didn't survive the trip and Harold stumbled through the wrong Anomaly ending up in the present. Harold knows something terrible is going to happen but doesn't know exactly what to do with the clues he has.

Note that Harold's skills have not had time to update to the modern day so he takes penalties to his craft, knowledge, medicine, and science rolls until he gets time to study modern techniques.

Awareness 4 Coordination 2 Ingenuity 5

Presence 2 Resolve 3 Strength 2

Skills: Craft 3 (Tool-making 5), Knowledge 3 (Anthropology 5), Medicine 2, Science 4 (Anomaly Locations 6).

Traits:

- **Wealthy (Major Good Trait):** Harold is filthy rich.
- **Photographic Memory (Major Good Trait):** Harold is the proverbial elephant.
- **Lucky (Major Good Trait):** Harold has managed to stay alive through sheer luck.
- **Clumsy (Minor Bad Trait):** Tends to lean on things he shouldn't.
- **Eccentric (Major Bad Trait):** Tongue-tied and doesn't actually like dealing with "stupid people".
- **Insatiable Curiosity (Minor Bad Trait):** Harold can't resist pushing that button or jumping/falling through an Anomaly.

Story Points: 12

Experience Points: 8

ELIZABETH BROGAN

Future Assassin

Elizabeth Brogan is a terrifying individual. Brogan comes from a future that is bright and happy, things are clean and everyone lives contented lives. All of this is a lie created by a totalitarian regime that uses a variant of the ARC Neural Clamp on anyone who displays even a hint of anti-social behaviour. The clamps render those affected into "good little citizens".

Brogan was a teenager who ran with a bad crowd and got clamped early on in her life. Those that have the clamps are considered to be totally trustworthy and therefore as an adult she became an agent for the government working in a secret facility called the ARC. The ARC was the source of the original Neural Clamps and spent much of its time keeping the Anomalies secret while developing new technology.

As an agent, Brogan was sent through Anomalies to seek out anything that might help the government maintain its grip on power. During one of these trips Brogan suffered damage to her neural clamp and broke free of its control. She fled into the past and came up with a plan to make sure that she would never be enslaved again. She would hunt down those responsible for developing the neural clamp and kill them. Simple, effective, emotionless.

Brogan's clamp destroyed her sense of empathy and all she feels is cold anger at those that developed the clamps. Though lacking in emotion, Brogan is very good at faking it and only a skilled psychologist could possibly notice the tell tale signs. The assassin doesn't know exactly who developed the clamps since she wasn't privy to that information but she does know the ARC was involved. She plans to infiltrate the ARC, find those responsible and eliminate them.

Awareness 4 Coordination 4 Ingenuity 4

Presence 3 Resolve 4 Strength 3

Skills: Athletics 4 (Running 6), Convince 4 (Lie 6), Fighting 5, Marksman 5, Medicine 1, Survival 3, Technology 3 (Hacking 5), Transport 3 (Car 5).

Traits:

- **Attractive (Minor Good Trait):** Elizabeth uses her looks as a weapon.
- **Martial Artist (Major Good Trait):** Brogan is trained in Krav Maga.
- **Tough (Minor Good Trait):** She's hard to kill.
- **Dark Secret (Major Bad Trait):** Future assassin bent on murder.
- **Obsession (Minor Bad Trait):** Killing those responsible for developing the neural clamp.
- **Phobia (Minor Bad Trait):** Brogan is scared of doctors and avoids them.
- **Temporal Damage Magnet (Major Bad Trait):** She's a lightning rod for all kinds of temporal damage.
- **Experienced (Special Trait):** Taken three times.

Story Points: 3

THE TIME TRIBE

The Time Tribe are a group of temporal nomads, moving through time and space as a group, wandering from time to time and attempting to keep out of the path of history. The Time Tribe's membership consists of time-lost people who have found exach other through luck and, to a degree, by design. We are first introduced to the Time Tribe during the course of Series 4 of the *Primeval* TV show. Little is known of the mysterious group except that they wander the time stream, and that Emily Merchant, Patrick Quinn and Charlotte Cameron were all members at one point.

This chapter sheds some light on the Time Tribe, their origins, organisation, goals and membership.

HISTORY

The Time Tribe has its origin in the late Jurassic period with a chance meeting of three individuals. There is a point in the late Jurassic where Anomalies cluster, similar to the Anomaly Spaghetti Junction (See *Primeval Core Rulebook* page 150). This cluster is geographically contained within a large valley in what will eventually become southern Germany.

Elizabeth Montgomery, Lambert Castor, and Peter Denning arrived in the valley during a surge in Anomaly activity and were thrown together while trying to survive the numerous out-of-time creatures released by the surge. The travellers spent four hellish days avoiding time-lost creatures until the Anomaly surge died down and they could escape the valley. Initially wary of each other the three soon came to respect and even like their fellow travellers.

In the beginning the three were content to travel together, their skills and personalities complementing each other. Then Denning had an idea: what if they could gather the various time-lost people together and educate them on the

damage they could cause by wandering fecklessly around in the past and future?

Each of the three had suffered due to reckless time travellers and this idea appealed greatly to them. Lambert lost his family to a murderous time traveller, Denning had seen his entire reality dissolve after a massive influx of "temporal refugees", and Montgomery had seen her best friend vanish from the timeline due to the actions of an irresponsible traveller.

Denning, ever eager to codify things, wrote up a charter to govern the behaviour of time travellers and all three agreed to the rules. Overall the idea was simple; to educate their fellow travellers about the dangers of time travel. Lambert insisted that they include a section on dealing with rogue travellers who endangered the time stream with their actions. For Lambert it wasn't enough to educate but they should act to stop those who would actively endanger the future and past. Montgomery wasn't comfortable with playing judge, jury, and executioner but Denning convinced her that in some cases there was no choice but to "remove" dangerous people since they had no means to contain them in the long term.

Time passed and the group wandered through time and space picking up new time-lost members and occasionally losing some as people died or left to pursue their own goals. Membership settled down to two dozen men and women from various time periods. The name "the Time Tribe" was coined by a Scottish playwright who spent a few months with the tribe before succumbing to a nasty Triassic virus. The Time Tribe suffered its first major setback when Lambert went missing while hunting down a time-hopping serial killer.

Lambert's vanishing changed the tone of the Time Tribe's future dealings with the outside world. Lambert had been a vocal advocate of the tribe's active involvement in policing the timeline. Without the knight's voice constantly calling for action the Time Tribe embraced its role as a sanctuary for those lost in time. The Time Tribe became a haven where nobody asked about or judged your past. It was this group that took in Charlotte Cameron, Emily Merchant, and later Patrick Quinn/Ethan Dobrowski.

Charlotte Cameron was an English spy from the 1940s who was carried half-dead through an Anomaly by a Smilodon mother who intended her as a meal for her cubs. Montgomery rescued the

poor woman, who had been badly mauled, and brought her to the rest of the Time Tribe. After an initial period of scepticism Cameron weathered the transition well becoming one of the group's steadier members. When Emily Merchant appeared some time later, Charlotte helped her to acclimatise to the Time Tribe and the two fast became friends. Emily soon became a valuable member of the group, thriving in this new society so different from the one she grew up in.

The Time Tribe grew and thrived with Charlotte and Emily forming a new core backing up Montgomery and Denning. The Tribe continued to wander through time, avoiding human contact as much as possible. Emily, Denning and Montgomery acted as scouts and scavengers making short forays into modern times where they would steal goods the Time Tribe needed to survive.

The peace was not to last however, as a man arrived who would change the fate of the entire Time Tribe. Ethan Dobrowski came to the Time Tribe by design rather than accident. Ethan had encountered two members of the tribe previously, both of whom were now dead. Lambert Castor and one of his companions had tracked Ethan, then living under another alias, to London after a series of murders committed in the 1600s seemed to point to the use of modern firearms. Caster and his ally were not prepared for Dobrowski's cunning savagery, falling prey to one of his traps.

Dobrowski killed Castor outright then spent days torturing information on the Time Tribe out of his companion. Ethan wasn't impressed that some had attempted to stop him and set his twisted mind to destroying the tribe. Dobrowski planned to infiltrate the tribe and destroy it from within, using their welcoming nature against them.

It took a few years for Ethan to find the Time Tribe but when he did he came prepared to destroy them all. That's when Ethan met Charlotte Cameron and things changed. Ethan fell hard for Charlotte; she was unlike anyone he had ever met before, offering acceptance and compassion even when he confessed his dark past to her. Charlotte survived horrific traumas as he had, yet retained her humanity giving Ethan hope for a life beyond the monster he had become.

Charlotte managed to calm Ethan but couldn't completely discharge his terrible temper. Dobrowski's hot head and rash actions resulted in the deaths of a number of the Time Tribe. Denning, always at loggerheads with Ethan, was on the verge of asking him to leave when Charlotte contracted smallpox. It was no surprise to the rest of the Time Tribe when Ethan and Emily proposed to accompany Charlotte to the future to seek medication for her condition.

This mission broke the Time Tribe's strict rules about seeking human contact and while Charlotte's popularity meant that the Tribe's leaders wouldn't stop her they were forced to exile Emily and Ethan from the Tribe. For Ethan this was just more proof of humanity's evil but Emily felt the loss more keenly. For Merchant her time with the Time Tribe was the best time in her life.

Following Merchant, Cameron and Dobrowski's departure, life for the Time Tribe settled down once again. The group used knowledge imparted by Ethan to Denning to travel to the Spaghetti Junction Anomaly cluster. This location has served the Time Tribe well for the last while allowing them to find and help a number of lost souls. The cluster is a dangerous location to linger around however, so Denning and Montgomery plan to move on shortly, perhaps leaving some kind of trail markers behind so new arrivals can find help.

GOALS

THE CHARTER

The Time Tribe live by a set of rules laid down by the three founders nearly a decade ago. These rules are collectively known as "the charter" and makes up the only real law that the Time Tribe acknowledge. The charter reads as follows:

- No member of the Time Tribe shall bring serious harm on another member on punishment of exile or death.
- The Time Tribe shall offer succour to other time travellers; returning them to their own times or encouraging them to join if this is not possible.
- The Time Tribe shall educate other time travellers on the dangers presented by reckless time travel.
- The Time Tribe shall try to return creatures to their own time as long as this doesn't place members in great danger.
- The Time Tribe shall carefully manage contact with human-occupied time periods, if possible, to minimise the danger of temporal damage.

- The Time Tribe shall actively hunt down those that wilfully and knowingly threaten time. On apprehension these rogues shall be put to death.

This last point has been a bone of contention for years, and since Castor's death it has largely been ignored. Of course, with someone like Matt Anderson threatening the stability of the timeline then the Time Tribe might be forced into action.

SURVIVING PREHISTORY

The Time Tribe move frequently to prevent their presence having a lasting effect on a given location and time period. The logic behind this is that long-term human habitation in a given location might pollute an area and cause a time shift. The tribe therefore move frequently, spending no more than a few months in a given location and leaving behind as little trace as possible. The Time Tribe's members quickly become experts in survival and extensive notes written by Denning form a sort of survival manual that new members must read. Most tribesmen can identify a given time period from its atmosphere and vegetation.

The Time Tribe make use of secret trail signs to communicate with each other. These signs, usually carved in stone or wood can be used to direct lost members back to the tribe or warn of dangers. Signs include concepts like "bad water", "dangerous creature nearby", "you can eat what grows on this tree", and "we went this way".

The tribe have taken care to map every Anomaly they have come across. This "map" is mostly a list of locations, time periods, and opening times, all written in code so as the secrets won't fall into the hands of unscrupulous people like Patrick Quinn or Helen Cutter. The Time Tribe have had a few close calls and aren't above using lethal force to deal with dangers to the Tribe. While they are careful not to disrupt the timeline, they would prefer to stay alive.

ORGANISATION

Managing this tribe of misfits can be difficult: there isn't a single person in the tribe that is completely stable, each one having their own unique psychological quirks. Even the founders have their issues; Montgomery is cold and guilt-wracked while Denning is a control freak. Regardless of this the Time Tribe's two remaining founders have a great deal of say in the everyday running of things.

The group is more a loose coalition of individuals who work together because they have become lost, need the support, or have a reason to want to protect time. Some of the tribe still believe that Castor will return and call for the others to hunt down his killer, totally unaware that the murderer lived amongst them for a time.

The group divide their work into three main roles: gatherer, homemaker, and lookout. Gatherers hunt for food, this usually consists of plant matter or the occasional scavenged animal. Killing animals for food in pre-history is considered dangerous at best. Gatherers also scavenge for useful raw materials.

Homemakers are exactly that, they construct temporary dwellings, latrines, and prepare food.

Occasionally the group steals portable livestock, such as chickens, from modern times and the homemakers manage these also. The lookouts have the unenviable job of scouting out new locations for camps, new Anomalies, and standing watch over the camps while others sleep. This position is considered the most dangerous and certainly the most work.

These roles are shared equally amongst members with everyone spending a time doing each task on a weekly basis. This sharing of roles is deliberate, meaning that should someone die or leave the tribe their skills won't be lost.

Occasionally the Time Tribe conduct raids into the modern time periods. The raids are carefully planned and usually have a specific purpose in mind. Denning is the primary driver behind these raids, requiring materials or objects for his experiments.

ADVENTURES

The following are adventure ideas that you can use to introduce the Time Tribe into your game.

RAIDERS OF THE (NOT SO) LOST ARC

The Time Tribe need a device that the PCs have in their possession. This object is most likely Anomaly-related technology and the tribe desperately need it for some reason or another. Will the PCs battle the Time Tribe or help them out with whatever they have planned for the device?

LOST IN TIME AND SPACE

A PC who has been lost in the past might find himself rescued by the Time Tribe. This chance meeting can lead to future adventures as the tribe call in the favour.

THE DOCTOR I

Peter Denning has terrible nightmares at the best of times. After a particularly horrific night he realises that one of the PCs is destined to end the world. Denning sends an assassin to deal with the PC but they fail when struck by a passing car (which is what happens when you send a Chinese peasant from the 12th century to do your dirty work). The assassin issues dire warnings before he expires, giving hints of the dangers ahead. What do the PCs do? Can they avoid destiny and prove that fate can be changed?

TREASURE MAP

The PCs are called to an Anomaly site and find a strangely dressed man holding off a Raptor with a piece of stick. The PCs' arrival distracts the Raptor allowing the man to make his escape, but he leaves behind a notebook with sketches of Anomalies and a coded series of numbers and letters. Can the PCs break the code and uncover the crude but incredibly useful Anomaly map?

REMEMBER ME?

The PCs encounter the entire Time Tribe during an expedition to the past. The Tribe welcome them but one of the tribesmen reacts strongly to the PCs. The tribesman claims to know them well, perhaps they were in a relationship or related, and can't understand why the PCs don't recall them. It doesn't take long for the tribesman to figure things out, but the PCs now have a "friend" in the Tribe, even if it's one they don't really know.

If you are using the ARC framework you can use the Time Tribe to reintroduce characters like Danny Quinn. Danny and the tribe have a reason to work together; both would like to recover his brother, but for different reasons. Emily Merchant still has allies in the tribe and might call on them for assistance. Lastly the tribe might come looking for Matt Anderson if his existence threatens time further.

MEMBERS

ELIZABETH MONTGOMERY

Montgomery's parents died when she was 16 leaving her a staggering fortune and a free hand by which to spend it. After a period of mourning her friends convinced the young English woman that she should use her money to see the wonders the world had to offer. Montgomery funded expeditions to exotic locations like the steaming jungles of South America and the frigid wastes of Antarctica. The young woman chased semi-mythical beasts on remote island chains and raced airplanes in America. Montgomery was an adrenaline junkie, always chasing the next high.

Elizabeth was no stranger to death, more than a few of her fellow adventurers died during expeditions gone wrong but it wasn't until she became friends with a young man called Theo Hall that she ever feared for anyone else's safety. Theo originally joined one of Elizabeth's Amazonian expeditions as a technician, operating and maintaining the machinery required for the success of

the journey. Hall and Montgomery hit it off and soon became friends, with Hall accompanying Montgomery on a series of expeditions.

Montgomery's greatest adventure came unexpectedly while exploring an old cave system near her parent's summer home in the west of Ireland. In a tiny chamber hidden in the bowels of the cave, Montgomery and Hall discovered a strange glowing light surrounded by what looked like floating shards of glass. The two were astounded, and more so when Hall tripped and fell into the Anomaly, vanishing from sight.

Montgomery followed her friend and the two quickly figured out that they had stumbled on a hole in time leading to a period about 100,000 years ago. Over the next few days Montgomery travelled through the Anomaly repeatedly, bringing back samples of plants and small animals while Hall, suffering from increasingly bad headaches, attempted to catalogue the findings. Then one day Montgomery came back to find her friend gone.

Montgomery became obsessed with finding Hall, believing that he might have stepped through the Anomaly and became somehow lost. True to form Montgomery gathered her gear and set out to find Hall. Of course, Elizabeth had no idea that Hall had been removed from the time steam entirely. It wasn't until after the Anomaly closed behind her and she re-read her journal that Montgomery realised that all references to Hall were missing. It didn't take long for her to realise what had happened.

Montgomery waited for weeks for the Anomaly to reopen but it never did. Eventually the adventuress realised that she would have to find another Anomaly, after all if there was one, there had to be more right? Elizabeth eventually located a new Anomaly which took her to the Jurassic valley where she met Denning and Castor.

Montgomery still secretly mourns Hall and while she masks her grief well it isolates her from the others in the group. Montgomery plays the role of mother in the Time Tribe, looking after its members and warding them from danger. Elizabeth, now in her late 40s is marked by a head of lustrous dark hair with only a few strands of grey. She habitually carries a pistol and a rucksack full of survival gear.

Awareness 4 Coordination 4 Ingenuity 3

Presence 5 Resolve 3 Strength 3

Skills: Animal Handling 3, Athletics 4, Convince 4, Fighting 3, Marksman 3, Subterfuge 3, Survival 4, Transport 4

Traits:

- **Anomaly Sense (Minor Good Trait):** It's not luck that Montgomery stumbled upon two Anomalies within months of each other.
- **Obsession (Minor Bad Trait):** Montgomery is driven to explore.
- **Insatiable Curiosity (Minor Bad Trait):** She's always looking towards the horizon.
- **Emotional Complication (Minor Bad Trait):** Elizabeth is emotionally distant from everyone making it hard to get close to her.
- **Obligation (Minor Bad Trait):** "Mother" to the Time Tribe.
- **Time Shifted (Minor Bad Trait):** Montgomery's world is slightly shifted.

Story Points: 12

CHARLOTTE CAMERON

Charlotte Cameron was born in 1916 near Birmingham, England. Charlotte worked as a travelling companion to an elderly French lady from the age of 16, where she learned to speak excellent French and German. In 1940 Charlotte's brother (her only living relation) was killed on board a merchant vessel sunk by a German U-Boat. This event prompted Charlotte to offer her services to the Home Office as a spy. A few months later, after intensive training, Cameron found herself in France posing as a local and working with the resistance.

Cameron's time as a spy was gruelling. She entered into a relationship with the local head of the SS in order to pump him for information on troop movements. The relationship wasn't a

pleasant one, though the information Charlotte gathered saved many lives. A year later Cameron's cover was blown by a traitor and she was captured and subjected to days of torture. Cameron refused to give up her allies and was scheduled for execution.

Charlotte thought she was hallucinating when the bright light bloomed in her cell. When the giant cat stepped through and hauled her battered form away she was sure she was going insane and passed out. Charlotte awoke to find Peter Denning treating her injuries while a concerned Elizabeth Montgomery looked on. When Cameron was once again fit she joined the Time Tribe, mostly out of a sense of debt to those that saved her.

Charlotte's time with the Time Tribe was a happy period for her and she became fast friends with Emily Merchant. Charlotte had a brief relationship with Peter Denning which ended shortly before Ethan Dobrowski's arrival. This relationship would later serve as a source of tension between Dobrowski and Denning. When Dobrowski joined the Time Tribe, Charlotte sensed something odd about him and made it her mission to find out more about his past. Charlotte grew close to Dobrowski and the two became lovers. A short time later Ethan confessed some of the details of his dark past to Charlotte who, while shocked, still believed that he was not a lost cause. This empathetic reaction bound Ethan and Charlotte even closer together.

When Charlotte contracted smallpox she confessed some of Ethan's background to Emily Merchant. This angered Ethan greatly, but his anger was focused on Emily rather than Charlotte since he believed that Emily had forced the information from his weakened love.

Charlotte Cameron is a highly perceptive woman and very competent. She is also blessed with a gentle nature and is highly empathic. Anyone meeting Charlotte before her sickness finds a calm, confident young woman who is very difficult to rattle. During her time with the Time Tribe Charlotte often used her gift with languages to act as an interpreter for new arrivals.

Awareness 4	Coordination 3	Ingenuity 3
Presence 4	Resolve 4	Strength 2

Skills: Animal Handling 2, Athletics 2, Convince 3 (Talk

Down 5), Fighting 2, Knowledge 3 (Languages 5), Marksman 2, Medicine 1, Subterfuge 3 (Lock Picking 5), Survival 3, Transport 2.

Traits:

- **Charming (Minor Good Trait):** Charlotte's gentle nature is naturally charming.
- **Empathic (Minor Good Trait):** A keen judge of people, Charlotte knows just what to say to defuse people.
- **Fresh Meat (Minor Bad Trait):** Beasts just seem to love Charlotte.
- **Obligation (Minor Bad Trait):** Placating Patrick Quinn.
- **Unlucky (Minor Bad Trait):** Charlotte has never had the best luck.

Story Points: 12

MAGNETIC DISTORTION TRACKING DEVICE (MDTD)

This gadget was built by Peter Denning and is one of a kind. If Denning had access to a laboratory he might be able to create more, but as it stands he doesn't have the resources he needs to duplicate the device. The device is a metal tube approximately 30 centimetres in length with a tiny blinking light on its side; it resembles a broken spare part as much as anything else.

The light on the MDTD blinks rapidly when the end is pointed towards an open Anomaly or a person/creature/object that has passed through an Anomaly in the last 24 hours. The blinking intensifies the closer the device is to the source of the disturbance. The device has a range of about five miles and works by detecting minor distortions in personal magnetic fields caused by passing through Anomalies.

LAMBERT CASTOR

Lambert Castor was born a knight in late medieval England. Castor ran a manor house and its surrounding lands for his liege lord and was lucky enough to marry a woman he loved. The marriage was blessed with two children, a boy and a girl. Castor led a happy existence; apart from the odd outlaw or wild animal, his days were peaceful and filled simple concerns.

That was until the traveller came. The man arrived one morning, dressed in strange clothing but carrying himself like a lord. Castor's wife, feeling generous and believing the man to be a foreign nobleman, offered the man hospitality. This would prove to be a disastrous mistake. Lambert was away, attending to a business in a distant village but was due back that evening so his wife felt safe in offering the foreigner succour.

The traveller was Ethan Dobrowski who had come to this time on the run from a previous misadventure. Dobrowski made a pass at Lambert's wife and when he was rebuffed he went on a murderous rampage, killing the poor woman and her children. Lambert returned home just in time for Ethan to shoot him in the shoulder with an automatic pistol and walk away laughing.

Castor, bleeding badly from his injury, tracked Dobrowski to a nearby wood and got close enough to see the psychopath walk through a shining doorway. Believing Ethan to be some kind of witch Castor followed with murder on his mind. Caster found himself on a vast plain surrounded by glowing portals with no sign of Dobrowski. Reeling from blood loss Caster stepped back through what he thought was the portal he had come through. The knight's weakened state had addled his sense of direction and he stepped through the wrong Anomaly. Castor emerged into the late Jurassic period and was soon fighting for his life alongside Elizabeth Montgomery and Peter Denning.

When they founded the Time Tribe, Castor felt that they should make an active effort to police the timeline, using Denning's technology to make sure villains like Ethan Dobrowski were stopped. Montgomery wasn't convinced but Denning felt that Castor's aggressive stance might not be the worst idea. It was this aggressiveness that allowed Dobrowski to lure Castor to his death.

Awareness 3 Coordination 3 Ingenuity 3

Presence 3 Resolve 4 Strength 5

Skills: Animal Handling 4 (Horses 6), Athletics 4

(Running 6), Fighting 3 (Swords 5), Survival 3 (Woodlands 5).

Traits:

- **They Come at Night (Minor Good Trait):** Castor is always ready for action.
- **Brave (Major Good Trait):** Lambert is fearless.
- **Tough (Minor Good Trait):** He's a hard nut to crack.
- **Obsession (Major Bad Trait):** Vengeance on Ethan Dobrowski.
- **Code of Conduct (Minor Bad Trait):** Castor follows the chivalric code.
- **Unattractive (Minor Bad Trait):** Lambert suffers from nasty facial scars from a disease contracted in his youth.

Story Points: 12

PETER DENNING

Peter Denning comes from a future where a group of temporal refugees caused a massive temporal shift which wiped out the world he knew entirely. Denning was a research scientist working for a group very similar to the ARC. Peter's organisation had been studying the Anomalies for years and possessed advanced Anomaly technology such as the Anomaly Control Device.

Called to a new Anomaly, the team encountered nearly a hundred refugees who, after a translator could be found, explained that they had come from a city under threat from a volcano. It didn't take long for the team to work out that these people came from Pompeii. Denning argued that the people shouldn't be ushered back through the Anomaly to die while his team leader believed that saving so many people might destabilise the timeline.

In the end, Denning won out and when a suitable Anomaly was found a year later, the refugees were sent back to a point in time close to, but after, the Pompeii eruption. Denning went along to say goodbye to some of the refugees but realised his mistake when he returned. The world Denning knew was gone entirely, not only that, but he never existed.

Denning was lost and spent a great deal of time in a spiral of despair. Finally, after months of self-pity Denning realised that these temporal shifts could be happening all the time, unnoticed by those downstream of the effects. The

scientist resolved to do something about this hidden "menace". Using a prototype temporal tracking device and a radio he converted to detect Anomalies

Denning didn't know what to do; he couldn't just murder the refugees but felt that he had to do something. Peter still had his Magnetic Distortion Tracking Device, a prototype he had built to track objects and people that had contact with the Anomalies, and used it to locate an Anomaly to the distant past. Denning rationalised that the further back he went the more damage he could prevent. It was Denning who located Montgomery and Castor in the Jurassic and who became the driving force behind the creation of the Time Tribe.

Denning is a scientist and is somewhat obsessed with preventing time shifts like the one that erased his world. Peter is troubled by nightmares of realities that no longer exist and this drives him forward when he might otherwise remain passive or act in an overly cautious manner.

Denning is physically unimpressive with thinning brown hair and an average build but his voice has a magnetic quality to it that causes people to stop and listen. He is typically laden with scientific gear and always has his Temporal Tracking Device to hand. Denning and Montgomery work well together with Denning providing an emotional connection that Montgomery often lacks.

Awareness 3 Coordination 3 Ingenuity 5

Presence 3 Resolve 2 Strength 3

Skills: Animal Handling 1, Convince 3 (Leadership 5), Craft 3, Knowledge 2, Medicine 2, Science 4 (Physics 6), Survival 3, Technology 4 (Gadgetry 6), Transport 1.

Traits:

- **Future Technologist (Minor Good Trait):** Denning is from an advanced future.
- **Temporal Anchor (Minor Good Trait):** Denning remembers pasts and futures that no-longer exist.
- **Future Tech (Major Good Trait):** Magnetic Distortion Tracking Device (see boxed text).
- **Voice of Authority (Minor Good Trait):** People listen when he talks.
- **Time Shifted (Major Bad Trait):** His entire reality is gone.
- **Obsession (Minor Bad Trait):** Preventing temporal damage.
- **Emotional Complication (Minor Bad Trait):** Secretly in love with Charlotte Cameron.
- **By the Book (Minor Bad Trait):** Denning broke a rule and it destroyed his reality, he won't do that again.

Story Points: 12

OTHER TRIBESMEN

At any one time, there are between 15 and 20 members of the Time Tribe. Life is hard and this number peaks and dips quite often. The following are a few sample tribesmen:

WEI LI

Wei is a peasant from 12th century China. He encountered the Time Tribe as a 12 year-old while following a "lucky" dragon he spotted in the forest near his home. Wei's sense of wonder reminds Montgomery of her old friend Hall and so she is very protective of the now 18 year old man.

BILL

Bill is a Neanderthal that the tribe encountered lost in the Jurassic. Though he doesn't speak much beyond the odd word here and there Bill is highly intelligent and quite gentle.

DIGGER SMITH

Digger is an honest to goodness cowboy who stepped through and Anomaly by accident after eating a peyote. Digger sometimes wonders if he's still tripping.

FRED JAMESON

Fred was an ambulance driver living a quiet life in 1985 in London. That was until he drove his ambulance straight into an Anomaly and let it sink into a Triassic swamp.

THE VICTORIAN PERIOD

The Victorian period is defined by the reign of Queen Victoria (1837-1901) and was a time of great prosperity and change for Britain. The period saw the population of England double due in part to the agricultural and industrial revolutions. The British Empire flourished, and economically Britain was never better off. The middle class expanded and families became larger as improvements to medicine resulted in lower child mortality rates.

The Victorian period saw widespread social reform but also saw huge poverty and cases of industrial abuse were commonplace. Human life was cheap and deaths due to poor working conditions were common. Young children were employed in factories, hauled coal up from mines, and were sent up chimneys to clean. The life expectancy of a tradesman in Victorian London could be as low as 25!

As a setting for *Primeval*, the Victorian period has a lot of potential. People are travelling more than ever before and taking an interest in natural history as a hobby. Railways stretch across the land while on the water mighty steamships go further and faster than ever before. Hundreds of amateurs attempt to catalogue and codify all aspects of the natural world while science slowly becomes the discipline we know today. This is the time of Charles Darwin and Alexander Graham Bell. New specimens show up all the time and who knows what one might find in the collection of a gentleman's club?

The following chapter focuses on the Victorian era in Britain but takes time out to visit the United States for the famous Bone Wars and speaks of other nations in regards to their influence on the British Isles.

A LITTLE HISTORY

The following are some of the notable events that occurred during the Victorian period. This list is very much centred

on the United Kingdom and the British Empire, but you can find any number of resources online that expand on this information.

1837: The ascension of Queen Victoria to the British thrones marks the start of the Victorian period in Britain. Spring-heeled Jack is first sighted in London.

1838: Regular Atlantic steamship service begins.

1840: Queen Victoria marries Prince Albert. The couple will have nine children.

1840: New Zealand becomes a British colony.

1841: Birth of the Queen's heir-apparent, Prince Albert Edward.

1842: The Mines Act of 1842 banned women and children from working in mines.

1845: The Irish famine begins and within five years reduces the population of Ireland by half. The famine becomes a rallying point for nationalist sentiment that pervades British politics for much of the following century.

1846: Repeal of the Corn Laws. These laws taxed foreign imports of corn, protecting British farmers.

1848: A cholera epidemic sweeps London for over a year and kills around 50,000 people. Sewers that pumped all the sewage into the water supply were to blame.

1850: The Roman Catholic hierarchy is officially restored in Britain.

1851: The Great Exhibition (the first world's fair) is held at the Crystal Palace. The event is a massive success with displays covering culture, science, industry, and entertainment. The Victorian gold rush begins in Australia. In ten years the Australian population almost triples.

1854: The Crimean War begins as Britain and its allies declare war on Russia over the remains of the Ottoman Empire. Military blunders abound as inexperienced officers, many of whom purchased commissions, try to fight a large land war. The war effectively ends the practice of purchasing commissions in the British army.

1857: A widespread revolt begins in India against the rule of the British East India Company. The revolt, known as the Indian Mutiny, is sparked by native soldiers in the Company's army. The rebellion, involving many parts of the Indian population, is quashed within a year. In response to the mutiny, the East India Company is abolished and India comes under the direct rule of the British crown.

1859: Charles Darwin publishes his book, *On the Origin of Species*. The book proves to be highly controversial.

1861: Death of Prince Albert prompts a long period of mourning on behalf of the Queen. The American civil war breaks out.

1865: Lewis Carroll writes and publishes *Alice's Adventures in Wonderland.*

1866: An angry crowd in London, protesting against John Russell's resignation as Prime Minister, riots in Hyde Park. Disturbances like this convince a number of politicians of the need for further parliamentary reform.

1867: The Constitution Act of 1867 passes and British North America becomes the Dominion of Canada.

1875: Britain purchases Egypt's shares in the Suez Canal from the heavily indebted government. This ensures their control of the route to India.

1876: Scottish inventor Alexander Graham Bell patents the telephone.

1878: Cyprus becomes a Crown colony. The first incandescent light bulb is invented by Joseph Wilson Swan. Later, Thomas Edison, working on a similar device, patents it in the US.

1879: The Anglo-Zulu War begins in southern Africa.

1882: British troops occupy Egypt and take both ends of the Suez Canal. This move secures the vital trade route to India. The Married Women's Property Act enables women to buy, own, and sell property, and to keep their own earnings.

1884: The Fabian Society (a democratic socialist group) is founded in London.

1886: Prime Minister Gladstone and the Liberal Party try to pass the First Irish Home Rule Bill, but it is rejected by the House of Commons.

1888: The serial killer Jack the Ripper, murders five prostitutes on the streets of London. The killer is never caught and mysteriously stops killing of his own accord.

1870: State Education becomes free for every child under the age of 10.

1899: The Second Boer War is fought between the British Empire and the two independent Boer republics. The British win but at a high cost in terms of manpower and resources.

1901: The death of Queen Victoria sees the end of the era.

SOCIETY

CLASS

The Victorians were a very class conscious society and movement between these classes was almost impossible. Three main classes existed: the working class, the middle class, and the upper class. These classes were very broad however and contained a wide range of people and occupations.

The working class were the lowest class and ranged from the poorest of the poor up to skilled tradesmen. The middle class consisted of merchants, bankers, and professionals. The upper class consisted of the hereditary aristocracy, reinforced by new gentry who exceeded in commerce, industry, and the professions.

The middle classes were probably the smallest group and the most dedicated to changing the political structure to their own benefit. They also had more time to dedicate to such matters.

Movement between the classes was almost impossible. The cost of living alone took a massive jump from lower to middle and middle to upper class. In addition, one would have to have the required education and success to penetrate the middle or upper classes. This, combined with the cost, made it highly unlikely that a lower class tradesman's son or daughter would make it to the middle classes, let alone the upper class.

Dropping in class was possible, especially if you were unlucky enough to fall on hard times and not have the resources required to maintain your lifestyle. Many governesses were drawn from upper class families whose fortunes had failed.

The lower classes often worked incredibly long hours in terrible conditions that exposed them to all manner of danger. Children as young as five, and in some cases younger, worked in mines and mills for up to 16 hours a day. In some cases these children were "sold" by their parents to the mill for a small monthly stipend. These long hours meant that people were often wandering about at odd times of night, making them vulnerable to prowling creatures.

ENTERTAINMENT

The Victorians had a lot of entertainment available to them. With no television or radio most Victorians had to get out of the house to enjoy themselves. Music halls, dance halls, and the theatre were popular diversions for rich and poor alike. Bars and Gin shops were very common in large towns, often being the only well-lit buildings due to their use of mirrors. This issue of lighting, combined with the foggy streets of London means that all manner of creatures can lurk about at night without any fear of being caught.

The coffee houses of the early part of the century slowly mutated into dining clubs, devoted to conversation, and often with social or political agendas. The English of the day had a love affair with the seaside, and thronged to beaches when the weather permitted. The extensive railway lines that appeared during this period made such excursions easy for those who would afford the modest fares.

COMMUNICATION

By modern standards communication was pretty slow in Victorian Britain. There were no telephones until late in the period and so the primary means of communication were letter and telegraph. Post was revolutionized in 1840 with the penny post, where anyone could send a letter any distance by a pre-paid stamp. Previous to this the receiver of a letter had to pay for it, and charges varied wildly according to location and the number of sheets of paper sent. At one stage in London there were three postal deliveries a day meaning that social outings could be arranged by letter on the same day.

The arrival of the telegraph in the 1850s saw a great improvement in long-distance communication. While a messenger was still usually required to deliver the telegram it was still a massive advantage. An imaginative *Primeval* GM could make use of the delays in communication to build plots, with letters from people known to be dead showing up late due to bad addressing or a sick postman. These letters could add vital information and make the characters aware of new or missed clues.

THE BONE WARS

OVERVIEW

Previous to the Victorian Era, fossils had intrigued natural historians for centuries. This interest bloomed in the 19th century as expansion into the American West uncovered large numbers of easy to access fossil beds. New giant monsters were dug from the ground on almost a weekly basis. The competition between two American scientists over who could uncover the most specimens grew so intense it became known as the Bone Wars.

Othniel Charles Marsh and Edward Drinker Cope were American palaeontologists. These fossil hunters gained almost legendary status during the 1800s as they waged a bitter feud which only ended with their death. The men were each so obsessed with proving themselves the better that they bankrupted themselves in the process. The animosity that festered between the two men stemmed from a clash of personalities combined with a series of underhanded attacks on each other's work.

During the later decades of the 19th century, the men excavated hundreds of fossils from sites all across the United States. During their investigations the men braved both the dangers of angry Native Americans and the famous "wild west". Finally, when the dust settled the two scientists had discovered over 130 new species of dinosaur.

THE BEGINNING

Marsh and Cope came from very different backgrounds. Marsh was a poor man who became an academic and inherited his money. Cope came from a rich family and gained a professorship at an early age. While Cope was probably more of a gentleman, Marsh may have been the better academic with a more methodical approach to his chosen field. Marsh and Cope began their relationship on fairly amicable terms even naming some of their finds after each other. Their relationship grew strained however after a series of quarrels, Marsh bribed a pit overseer to divert fossils to him and humiliated Cope in print when the latter mistakenly placed the head on the wrong end of an Elasmosaurus. In revenge Cope began digging in locations that Marsh regarded as his own private hunting grounds. In the following years their relationship grew more and more antagonistic until the two commenced outright hostilities against each other.

BONE WARS

By 1873 Marsh and Cope were at each other's throats. The men each used their connections in the government and academia to blacken the other's name. They also hired large numbers of fossil hunters to dig out new creatures from the fossil beds recently discovered in the west. Marsh travelled far less than Cope and relied on local fossil hunters for most of his finds. The men indulged in bribery, hired spies to steal specimens from each other, and even went as far as dynamite fossil beds so that the other man wouldn't be able to find something new in them.

The "war" continued in print as well as in the field with both men producing numerous articles for the scientific journals of the time. The newspapers got wind of the events and sensationalised the entire conflict, going as far as to publish a series of articles from both men where they accused each other of various wrongdoings. Cope and Marsh continued their conflict until Cope's death in 1897 by which

time both men were virtually paupers having spent much of their wealth on financing expeditions.

USING THE BONE WARS

The Bone Wars can serve as a background to your game or perhaps an inspiration. If you want to keep your game on British shores you could transpose the conflict between Marsh and Cope to Britian and have the two men battle it out in coal pits and tin mines across the British Isles. Fossils were expensive back then and a good find could serve a man well. When a single fossil might feed a poor family for a year desperate people might do just about anything to get their hands on one. Murder, theft, kidnapping and worse are all on the cards when people's lives are on the line.

More interesting perhaps would be the effects of a live specimen appearing. What would happen if a group of Victorian criminals realise that there are live dinosaurs running around? A group of criminals could be engaged in killing the creatures, selling the meat for profit and hawking the bones (appropriately aged) as fossils. The bones could be implanted in stone and made to look like actual fossils so that the source of meat and bones is never discovered. This operation alone could cause massive temporal damage in a very short time.

What would happen if Marsh or Cope found an Anomaly? What would happen when they realised that they are centred on Britain? What would happen when their rival found out? Imagine two wealthy scientists with little in the way of morals travelling the length and breadth of the UK trying to locate living examples of dinosaurs to bring back home and study. Can the characters hide the existence of real dinosaurs, perhaps by generating elaborate hoaxes to throw the men off the scent?

NOTABLE VICTORIANS

QUEEN VICTORIA (1837-1901)

Noted for her strong standards of personal morality, Queen Victoria often tried to influence the British government despite the fact it was a constitutional monarchy.

ELIZABETH GARRETT ANDERSON (1836-1917)

Anderson was the first woman to qualify as a doctor in Britain. She founded a hospital for poor women and children in London.

ALEXANDER GRAHAM BELL (1847-1922)

Inventor of the telephone.

LEWIS CARROLL (1832-1898)

Real name Charles L. Dodgson, he was the author of *Alice's Adventures in Wonderland* (1865).

CHARLES DICKENS (1812-1870)

Famous author and public speaker.

CHARLES DARWIN (1809-1882)

Noted scientist and champion of the theory of evolution.

JOSEPH LISTER (1827-1912)

Famous for being the first doctor to use carbolic acid as an antiseptic. Lister treated bandages and tools with the antiseptic to kill germs resulting in a massive increase in patient survival rates.

BENJAMIN DISRAELI (1804-1881)

Conservative Prime Minister of the United Kingdom. An author as well as a politician, Disraeli loved to make fun of Gladstone and was a favourite of Queen Victoria.

WILLIAM EWART GLADSTONE (1809-1898)

A Liberal who was elected Prime Minister of the United Kingdom four times. Gladstone introduced many reforms and was well liked by the general public.

THE DIRECTORATE FOR ARCHIVES AND RECORDS: A VICTORIAN CAMPAIGN FRAMEWORK

BACKGROUND

The Directorate for Archives and Records (DAR) is a sub-department of the Home Office founded in 1834 with the express intention of protecting the public from Anomalies. Yes, some people in the British government knew about the Anomalies even back then; of course this information was lost to time. Or was it? Perhaps the reason why the funding for the ARC was approved in the first place resides with the work of the DAR?

The DAR was founded by express order of Queen Victoria following an encounter she had while lost as a teenager on her father's country estate. The group started with a broad mandate to uncover proof of the existence of this "strange and startling light as if a mirror had burst out of the sun" and to then investigate the matter thoroughly. This entire operation was kept very quiet and the men involved had no idea who they were actually working for. Following the initial investigation the original team uncovered proof that many of these doorways existed and that beyond them "lay terrible lands filled with all manner of wicked creatures".

After discounting supernatural reasons for the Doorways (as they called the Anomalies), the team came to understand their true nature and somewhat grasped both the threat and opportunity they pose.

GOALS

The DAR is charged with protecting the heartlands of the British Empire from the threat posed by the Doorways. They must firstly capture or slay any creature trespassing on British soil and secondly they must destroy any evidence of the Doorways. The group have a free hand in what they do and have access to military strength as required. In the past the group have discredited or blackmailed honest gentlemen, and even had a man transported on trumped-up charges. More than one newspaper or journal has suffered a mysterious fire. The DAR's current agents may not be as ruthless as some of their earlier colleagues, but they are still under tremendous pressure to make sure that the Doorways don't become public knowledge.

The group's secondary goal is to try to find a way for the Empire to benefit from the Doorways. Doors to the future might reveal new technology while doors to the past could enable the Empire to make changes that help shape the current day. So far, the

GROUP TRAITS

The Hestonbury Estate, just outside of London, serves as the DAR's base of operations.

Good Traits:

- **Armoury: A goodly supply of rifles and pistols and even a few explosives.**
- **Archives: An extensively catalogued and researched set of notes on possible Anomalies.**
- **Laboratory: Hestonbury has an excellent laboratory.**
- **Minions: Soldiers and researchers.**
- **Official Sanction: The DAR works for the Home Office under Her Majesty the Queen.**

Bad Traits

- **Traitor: A Russian spy lurks somewhere amongst the ranks of the soldiers.**
- **Future Doom: The DAR is fated to die with Queen Victoria.**
- **Enemy: Reverend Ignatius Ryan and his fanatics.**

DAR's attempts to leave notes for their past selves have been unsuccessful.

Researchers in the DAR's laboratory work round the clock to try to uncover the nature of the Doorways and how to manipulate/find them. A tablet uncovered in a looted Egyptian tomb pointed the team in the right direction and they have constructed a Sun Cage which may or may not be able to contain a portable Doorway. In addition to this the researchers have noted that the powerful magnetic field generated by a Doorway can be detected by a compass if it is within about 100 metres. In this case the compass needle begins to move about erratically.

ORGANISATION AND RESOURCES

The DAR is led by Colonel Nathanial Harrington (Ret.), a noted former member of the British Army and a self professed man of science. The Colonel inherited the post when the former head of operations was eaten by something that vanished before it could be identified. Harrington runs a tight ship and would prefer to still be in the army, in fact, his people joke that he treats the DAR as his own personal battalion. The Colonel would have turned down the role if it wasn't for a letter from the Prime Minister requesting that he take the job.

Colonel Harrington has a team of six agents assigned to field duties and a score of scientists working on trying to work out the Doorways. In addition a small flock of researchers spend every waking hour trawling through newspapers and other publications looking for any sign of Doorway activity. The researchers even go as far as to check historical records and it was they who uncovered the initial references to the Sun Cage.

The field agents are led by Edward Darby, a former agent for the Crown who spent three years working for the East India Company and five years spying on the Ottoman Empire before coming to work with the DAR. The scientific team is currently led by Lillian Crestwood, the daughter of Doctor Hugo Crestwood, one of the "original six" chosen to investigate Victoria's Doorway. It was Doctor Crestwood's explicit request that his daughter be allowed to continue his research and in honour of his actions in defending the Empire, the Home Office allowed Lillian's appointment. Lillian is the reason that the DAR has stopped simply eliminating creatures that come through the Doorways since she has convinced Harrington that it is dangerous to do so. Previous to this point, the DAR would simply set a cannon next to the Doorway and fire at anything passing through. Now there is at least some attempt to get the creatures back through the Doorway.

The DAR runs out of the Hestonbury Estate on the outskirts of London. High walls and vicious dogs keep trespassers at bay. The former estate owner passed away about 50 years ago and left the grounds to the Crown. Much of the former stately home has been repurposed into laboratories though most of the upper floors still serve their original purpose. At any one time, at least twenty soldiers are stationed here but most assume that they are guarding some kind of secret government weapons project and have no clue of the DAR's true purpose. To keep up appearances a large archive has been built on site and from time to time papers are transferred to it from various departments. The papers are often transferred somewhere else soon after so that the archives never overflow.

To this day nobody at the DAR has the faintest idea that they are working under the mandate of the Queen. In fact, but for her insistence in keeping the project going, it is doubtful that it would still be in existence. The project is likely to die with Her Majesty though nobody working there knows this.

The project is not without its opponents however. A rogue priest by the name of Reverend Ignatius Ryan, one of the

original six called in when it was suspected that they were dealing with something supernatural, has proven to be a thorn in the group's side on more than one occasion. In addition, a Russian spy has penetrated the ranks of the soldiers guarding the Hestonbury Estate. He has not yet been able to figure out the exact purpose of the group and suspects that they are working on some kind of magnetic weapon, perhaps one than could sink a steamship.

THE PLAYERS

The DAR as presented already has a leader, a chief scientist, and a field team leader. If any of your PCs is suitable for these positions then they should take over these jobs and the existing NPCs can be discarded or used in other positions. For example, Colonel Harrington could be replaced by a PC and you could instead use him as a military liaison officer. Likewise, Dr Crestwood could become a new researcher and the PC could head up the science team. Some positions like those of doctor and animal handler have been left entirely open for you to fill with your own characters.

The Victorian period sees massive changes in science, technology, and society so the "current date" for the DAR has been left deliberately vague to allow you leeway with character creation.

DAR CHARACTERS

COLONEL NATHANIAL HARRINGTON (RET.)

DAR Chief of Operations

Colonel Harrington comes from a wealthy family but took to the army like a duck to water. The Colonel served in India and South Africa seeing action mostly in small conflicts rather than whole scale wars. The Colonel's only passion outside the army was for the study of animal life and his articles describing various exotic species made it into many scientific journals. This combination of military and scientific backgrounds made him the ideal candidate to head up the DAR.

The Colonel does miss the army and after years abroad finds Britain's climate no-longer to his liking. The Colonel was personally selected by Queen Victoria for his current position, mostly because of a chance meeting at a ball a few years previously where he impressed her with his serious mind.

Awareness 2 Coordination 2 Ingenuity 3

Presence 4 Resolve 4 Strength 3

Skills: Animal Handling 2, Convince 3 (Leadership 5), Fighting 3, Science 2, Marksman 3, Survival 3.

Traits:

- **Authority (Major Good Trait):** Has the ear of the Home Secretary.
- **Rumour Mill (Minor Good Trait):** Member of several dining clubs.
- **Wealthy (Major Good Trait):** A very well off individual.
- **Friends (Major Good Trait):** Friends in the army.
- **Code of Conduct (Minor Bad Trait):** Officers' code.

Story Points: 12

MR EDWARD DARBY

Chief Investigator and Field Leader

Edward Darby left home and joined the East India Company at age 14. Darby worked his way quickly up the ranks and became a well respected trouble-shooter for the company. Darby left the company under a cloud: he reportedly had an affair with the wife of a colleague which it was whispered left her with child. These reports were never confirmed as the poor woman couldn't live with the shame and committed suicide. It didn't matter that the affair was a lie concocted by a rival; Edward was forced to return home, his reputation in ruins.

Through one of his remaining friends, Edward secured a position with the Home Office as a spy in the declining Ottoman Empire. Edward spent years in Eastern Europe before the Home Office called him home to make use of his trouble-shooting skills in the Directorate for Archives and Records. Edward is unaware that he has an enemy dogging his every step, Lawrence Haws, the man whose wife Edward supposedly had an affair with recently returned from India and is determined that Darby will pay for his crime.

Edward is almost unflappable but the things he has seen since joining the DAR have shaken him badly. Despite this, Darby has continued to work as field leader where his charming manner and non-violent approach to problem solving has earned him friends with the soldiers and scientists alike.

Awareness 4 Coordination 3 Ingenuity 3

Presence 4 Resolve 3 Strength 3

Skills: Animal Handling 3 (Riding 5), Athletics 3, Convince 3 (Charm 5), Fighting 2, Subterfuge 4, Marksman 2, Survival 2.

Traits:

- **Charming (Minor Good Trait):** Has a way with people.
- **Friends (Minor Good Trait):** Friends in the Home Office.
- **Adversary (Minor Bad Trait):** Lawrence Haws.
- **Dark Secret (Minor Bad Trait):** Edward is gay, which may be a legal issue depending on the date you set the game.

Story Points: 12

DOCTOR LILLIAN CRESTWOOD

Head of the DAR Science Team

Lillian Crestwood was raised by her father after her mother died of cholera soon after Lillian was born. The senior Crestwood worked day and night and brought Lillian with him everywhere he went. Lillian grew up idolising her father and running around with monsters and weird technology, so it was no surprise to anyone when she became a scientist herself.

Lillian is fully aware of the dangers posed by the Doorways but also believes that killing the creatures

that come through could cause massive shifts in the timelines. Her arguments haven't quite penetrated the skulls of those in charge but she has managed to have the standing orders changed so that the DAR soldiers don't kill everything that comes through the Doorways. Lillian holds a small animal handling class every Friday but so far it is poorly attended.

Lillian is behind most of the experiments to try to influence how the Doorways work. Crestwood has figured out that the Doorways react and exert influence on magnetic forces and is on the cusp of creating a room-sized detection device with a range of about a mile. Crestwood is trying to convince Colonel Harrington to allow her to try the Sun Cage she has constructed (based on the Egyptian design) so that they can capture a Doorway for study in the laboratory.

Crestwood is a very hands-on person, lacking social graces and much more comfortable in the company of machines and monsters than with human beings. Crestwood has no time for men, though someone with a mind as fast as hers might catch her attention. Lillian's great aunt, Margaret Crestwood is determined that she should marry well, and Lillian spends a great deal of time putting the old woman off.

Awareness 4 Coordination 2 Ingenuity 5

Presence 1 Resolve 2 Strength 2

Skills: Animal Handling 3, Craft 3, Medicine 3, Science 5, Technology 2.

Traits:

- **Anomaly Sense (Minor Good Trait):** Years

of working with the Doorways has given Lillian the ability to "guess" when they are close.

- **Brave (Major Good Trait):** Lillian has known that monsters exist all her life.
- **Wealthy (Minor Good Trait):** Her father left her an impressive inheritance.
- **Eccentric (Minor Bad Trait):** Lillian does not dress or act like a typical woman from her class.

Story Points: 12

Experience Points: 6

REVEREND IGNATIUS RYAN

Dangerous Fanatic

Reverend Ignatius Ryan was once a respected member of the Church of England, known amongst his colleagues for his discretion and dedication. These traits made Ryan the obvious choice for the "original six" sent to investigate the first Doorway. The things that Ryan saw over the next year drove him slowly mad and, despite scientific assurances to the contrary, he came to believe that these Doorways were gates to Hell. Reverend Ryan was removed from his position in the DAR and sent away for a long convalescence in the country.

The Reverend didn't stay away for long however and began a campaign to publicise the Doorways soon after his return, with the help of a number of acolytes. This stunt landed Ryan in Bedlam Asylum, where he stayed for three months before escaping. Since this time, the disgraced priest has worked tirelessly to expose the DAR who he has come to believe are "in league with the dark one".

Despite the best efforts of the government they can't seem to track the madman down and he has become quite an embarrassment. Three years ago Ryan managed to capture a demon and set it on Alexander Cassel, the previous leader of the DAR. The creature killed Cassel and resulted in a nationwide manhunt, since then Ryan has been very quiet, as if plotting something.

Awareness 3 Coordination 2 Ingenuity 3

Presence 4 Resolve 3 Strength 3

Skills: Animal Handling 2, Athletics 3, Convince 4 (Leadership 6), Knowledge 3, Marksman 2, Subterfuge 4 (Disguise 6), Survival 2,

Traits:

- **Friends (Major Good Trait):** Ryan has many friends in all sorts of places.
- **Keen Senses (Major Good Trait):** The Reverend's senses have been honed by years on the run.
- **Minions (Major Good Trait):** Ryan has dedicated band of fanatics hanging on his every word.
- **Adversary (Major Bad Trait):** The British Crown.
- **Obsession (Major Bad Trait):** Revealing the "Hell gates" to all.

Story Points: 12

VICTORIAN ADVENTURES

This section presents a number of short adventure ideas that you can use for a campaign set in the Victorian period.

VOICES IN THE WALLS

The characters are called in to investigate a mine in Cornwall. The mine owner, a wealthy industrialist has seen his profits plummet after a series of fatal accidents. The miners claim that they've seen a "knocker" (a type of Cornish mine fairy) in the tunnels just before each collapse. One of the children even claims that the knocker bit him and shows the marks to prove it. The mine owner refuses to stop work assuming that it's just a wild dog driven crazy by being underground, but the child-miners are terrified and slowing production. In reality, a Camouflage Beast (See *Primeval Core Rulebook*) has come through an Anomaly in the deepest part of the mine and is causing the collapses to secure food.

PREDATOR JACK

Jack the Ripper is very overdone as a Victorian trope and the *Primeval* TV show already covered Spring-heeled Jack. What could be a surprise would be to have "Jack" turn out to be a human or a ruse invented by a group trying to cover up deaths due to some other kind of monster.

A DAY AT THE BEACH

The Victorian's loved the beach, but what happens when an Elasmosaurus shows up during the only three days of good

weather in the whole summer? The daytime is fine but some people don't know when to go home and as the mists rise in the evening, "something" comes close to shore to feed. A spate of drownings with no bodies draws the characters in and they slowly uncover the truth about a sleepy seaside town and its "mascot".

TORPEDOES AWAY

A torpedo testing site in southern England contacts the Home Office when a test torpedo strikes and blows up a massive whale. There are only pieces of the thing left but a scientist can tell that it's much bigger than anything seen previously and never in water this shallow. Examining the remains the PCs might notice a giant tooth stuck in the blubber. What is worse is that shipping to the nearby port is being attacked and sunk with no witnesses left alive. The ships were attacked by a Megalodon; the shark was attacking the whale when the torpedo stuck it. The Megalodon is confused and enraged, attacking anything it sees as a threat. Can the PCs coax it back through the underwater Anomaly or perhaps lure it close enough to destroy with another torpedo?

BIRDS OF A FEATHER

The Grey Street rookery is famous as somewhere you don't want to go. Nobody in their right mind, not even the Peelers would dare to set foot in the slum uninvited. What a terrible shame that the PCs have got to go in there when they discover something valuable of theirs (most likely notes about the nature of the Anomalies) has been stolen by a child pickpocket working for a criminal calling himself Mr Dorian. As it turns out Mr Dorian is quite a civil gentleman and is very eager to discuss the notes. He is willing to return the notes after he has finished copying them.

Mr Dorian (not his real name) offers to assist the PCs if they need help in future and the PCs may note his strange mannerisms and turns of phrase. The crime boss is from the future, and is trying to gather information about the nature of the Anomalies in order to return home. He is also gathering a massive cache of gold and other Victorian valuables which he intends to hide in a secret location and recover when he returns to the early 21st Century. What do the PCs do with this man? Do they try to send him home as fast as possible or do they allow him to continue in control of a not-inconsiderable criminal empire?

FROM THE DEPTHS

About a year ago, digging for a new sewer system in central London uncovered an Anomaly. The discovery was kept secret and the Anomaly, which opens for long periods of time due to the presence of a lot of iron in the area, was used as a sewage dump. The group responsible for the sewers has begun diverting large amounts of city sewers to dump through the Anomaly. Meanwhile in another part of the country a palaeontology expedition is baffled to discover large amounts of modern animal bones in a site of a massive dinosaur extinction. Is London poisoning its past to save its present? How long until time is irreparably damaged?

THE WILD CAT OF CHIPLEY HEATH

For over two hundred years there have been rumours of giant cats in Chipley Heath, a wetland area about 100 miles outside of London. Most right-thinking people assumed that the odd person that went missing on the Heath were simply lost to one of the bogs that dotted the wetland. Recently, the local landowner decided to drain the wetland to make way for more farmland. Just after the drainage scheme began the local villages reported attacks from some kind of large cat! The PCs are drawn in to investigate and try to hunt down whatever is causing the killings. For a twist the creature might not be a large prehistoric cat, it could be a wetland-dwelling dinosaur or other similar creature.

BURKE AND HARE LIVE!

Burke and Hare were famous Irish serial killers who murdered over a dozen people in Scotland and sold their bodies for dissection. Someone is digging up corpses from London cemeteries and making off with them. Police are baffled and can't figure out how the graves are being desecrated so quickly. A giant burrowing future insect is responsible for the grave robbery. The creature is digging under the graves, stealing the "fresh meat", and bringing it back to its nest. The soil in the graves collapses into the tunnel below, caving it in and making it look like someone dug a hole unless someone examines the scene carefully. Only fresh graves are disturbed, nothing older than a day or two has been touched. The insect is attracted to the smell of decay and to the vibrations from the funeral traffic.

THE NEAR FUTURE

The future of the *Primeval* universe is almost universally grim: Mankind is virtually extinct, so the planet is a wasteland, and monstrous beings wander the Earth hunting any survivors. The picture the series paints is not a happy one and even though two terrible catastrophes have been averted by the efforts of the ARC team, the world is by no means saved. The end of Series 5 leaves us with no assurances regarding the future, if the image of Matt Anderson is to be believed.

Despite this dark forecast, the ARC and other groups wage a silent war to bring about a brighter future for planet Earth. The ARC has "fixed" at least two dark futures, three if you count Helen Cutter's plan to wipe out mankind, and will likely face further dangers as they try to defend the timeline.

This chapter presents ideas for building new futures. It also details the toxic and predator-filled Earths visited by the team, as well as a new dark future complete with ideas for discovering this future and stopping it.

BUILDING FUTURES

CONSIDERING THE FUTURE

When creating a future for your *Primeval* game the first thing you should probably consider is what you want it to do for your game. Do you want the future to function as a beacon of hope for something better, a lost future to aspire to, a warning of things to come, or a looming threat that must be dealt with? Matt Anderson's home time, the Toxic Earth period, is a good example of a looming threat, while the Predator Earth visited by Helen Cutter serves more as warning to the team to keep on the straight and narrow. Predator Earth serves as a source of new technology and

both futures present physical challenges to the ARC team members travelling to them.

It's not surprising that both futures visited by the ARC were dark, bad futures – the stuff that good campaigns are made of. Let's face it; a happy future where everything is fine isn't going to drive many good stories; unless of course there's a horrible reason why the future seems so nice on the surface. Let's assume the future is a wreck, and move on shall we?

CONCEPT

Once you have decided on the function the future is to serve you then need an overlying concept for the future. Is your future a predator-ridden wasteland, a peaceful wilderness weirdly lacking any sign of humanity, or a dark future where the death of the food chain's base level prompts worldwide starvation and chaos? The concept should be something that provokes a reaction and instantly lends itself to imagination. Recall the cracked, monster-infested streets of the Predator Earth or the blasted and poisoned wasteland of the Toxic Earth? This is the type of impact you are going for. It's also possible that the world looks eerily similar to the current day, with only a few odd events hinting at something darker underneath. Your future should stand out and make people think.

You should also think about how far in the future your new Earth is set. The distance from the present can impact how easy it is to change the future. While it is harder and takes more intervention to change a timeline close to the present, it is much easier to determine the impact of your actions with accuracy. The further into the future you go, the bigger the impact present day actions may have. Of course there is no guarantee that your actions will have any effect on the future at all, after all, the timeline has a way of working things out. You should probably think in advance of what kind of impact you want the PCs have on the future and at what critical points the PC's actions can change this future.

TECHNOLOGY

Once you have the basic ideas built up in your mind you next need to figure out the details. Technology is the first obvious choice on work on: is your world filled with high science, a primitive place where mankind's technological edge has vanished, or is it something in between? You should consider the impact that this technology will have on your game and if you want players to get hold of items that might unbalance the campaign.

Restricting the use of future technology might become an issue but should be easy enough to control. Even if a world has high technology there is no guarantee that it will work: time, security features, or complexity may prevent retrieved technology from functioning. Something as simple as a missing battery would render most portable modern tech non-functional. Likewise, a changeover in power sources or operating systems might make life very difficult for a character trying to figure out the tech. As mobile technology advances and implanted ID chips become a possibility it is likely that any useful future technology recovered would require a personal ID to use. Lastly, keeping artefacts from the future is a good way to accrue temporal damage.

Primitive futures should have a reason for the technological fall; maybe they are set so far after the fall of mankind that all high technology has decayed away, or perhaps the technology relied on a ubiquitous power source that suddenly became unavailable.

Whatever the technology level, you should make sure that it doesn't accidentally derail your campaign. *Primeval's* core concept involves the modern day with only touches of high science. The EMDs are forgiveable as plot device weapons facilitating easy captures and incapacitation of targets. They don't really do anything a Taser or gun could do with a little more mess. Cloning technology, Anomaly Control Devices, and perfect holographic devices should remain plot devices and not become commonplace – unless you want to change the feel of your campaign entirely.

When thinking of how your future Earth looks you might want to consider how long mankind's influence will remain. Here are some examples of how long human-built objects would last if we were to be wiped off the Earth in the morning:

20 Years: Air quality vastly improved while rural roads and villages are totally overgrown.

50 Years: Much river and ocean pollution gone, fish stocks replenished.

75 Years: Most urban areas 100% overgrown.

100 Years: Wooden structures fall apart, most bridges collapse.

200 Years: Metal and glass structures fall apart. Most dams break.

500 Years: Most signs of ocean pollution gone, most organic landfill waste completely decayed.

1000 Years: Most brick, stone, and concrete buildings are gone completely. Air quality almost back to level it was at before industrialisation.

Note that plastics and some chemicals could take thousands of years to decay.

HUMANITY AND SOCIETY

So in your vision of the future, how is humanity doing? Are they still lords of the Earth or have they been dragged low by monsters, disasters, or something else? Is there still a modern social structure in place or has it been destroyed, regressed, improved, or morphed into something totally unrecognisable. Are the tribal remnants of mankind fighting each other over scraps in the gutted shells of decaying cities, or does a world-dictatorship rule with an iron fist, using the threat of the Anomalies to keep control?

In worlds where humanity still exists, interaction has to be careful. The PCs don't know what has happened to change the Earth and aren't sure of the reaction they will get from the locals. What happens when starving people from a dark future, where rabid insects devoured the world's food stocks, beg to be taken with the PCs? Do the characters act to save as many as they can and risk massive temporal damage? Do they try to leave behind the "helpless" people only to find out that these refugees have access to some pretty impressive weapons and display a willingness to use them?

Maybe humanity has been wiped out entirely, rendered extinct by some natural disaster such as a super-volcano, an engineered predator, climate change, or a terrible virus. It's also possible that experiments in human DNA caused mass mutation and the creatures that your team fights against were once actually human.

If you choose to destroy mankind then you should decide on when and how it happened and possibly choose a series of tipping points where your players can make a difference. For a darker story this future is inevitable and your campaign slowly leads your players towards a dread new world.

CREATURES AND ANOMALIES

Primeval is all about monsters and holes in time, so how do these things factor into your future Earth? The creatures in the future could be weird genetic experiments gone wrong, mutated forms of existing creatures affected by the Anomalies, or perhaps refugees from earlier time periods. What happens when the PCs arrive in what they think is a Triassic jungle, only to find a sign reading "London 10 Miles"?

You should carefully consider the role you want the creatures to play in the dark future. The creatures can drive the plot forward, serve as a source of background colour, or act as an obstacle to be overcome by the PCs as they attempt to achieve a larger goal. As plot-drivers, the creatures should be something a little unusual, something that presents a clear danger to the time periods, beyond simply being a scary creature. The Fungal Monster (See the *Primeval Core Rulebook* p265) is a good example of a creature that could have caused massive damage if given time to spread. In fact, a "Zombie Earth" populated by Fungal Monsters could be a lot of fun to play in. The future predators could also serve as plot-drivers as the PCs try to uncover more of the mystery surrounding their origins.

As background colour, the creatures either serve as minor obstacles or as a backdrop for some larger plot. The creatures wander the future but don't serve as major plot points or complications beyond what they would normally do. Finally, the creatures could serve as obstacles. A good example of this use of creatures would be the Megopterans from the Predator Earth future; they exist to give the ARC team another creature to fight and try to outwit, but don't drive the plot forward.

Anomalies serve the same purposes as creatures; they can drive the plot, give the team headaches, or simply be the means to introduce other story elements. If the Anomalies are the cause of a dark future you should decide how they did it and what the PCs can do (if anything) to prevent it. The future might also contain Anomalies that are hidden, missing entirely, or are oddly different from the modern day. These three options all beg more questions and could serve as the source for new adventures.

INTRODUCING THE FUTURE

How do the PCs find out that a given future exists? There are a number of options you can use to hint at the existence of a particular future:

- The PCs travel to that future through an Anomaly, either willingly or unwillingly.
- A creature from the future steps through an Anomaly and must be stopped. The creature might arrive injured and die soon after, only to reveal something dire in its post-mortem.
- A person from the future comes to the present possibly with dire warnings. Or perhaps the PCs stumble upon this person and he tries to avoid them, scared of being forcibly returned to a dark future.
- The PCs find a book, computer, prophecy or other artefact that explains the existence of the future.

Whatever method you use to alert the PCs to the existence of a possible future you should put some thought into giving them a reason to explore/investigate it. There is no point in creating an amazing dark future if the PCs don't have a reason to find out more. You can use tricks like tying one of the character's futures directly into the future timeline; there's nothing like a note from your future self telling you that you destroyed the world to motivate you. Don't be too vague about the threat, let the PCs see future echoes (perhaps like Matt Anderson's vision of himself) or get a glimpse of a dark future landscape from a video phone found in a dead monster's gut.

Putting a face on the threat might also be good, particularly if it's a face the PCs can love to hate. Helen Cutter is an excellent example; she uses her knowledge of the future in her plots, in this case the dark future is ironically enough averted while she plots to destroy the past. Matt Anderson and Philip Burton serve as the faces of the Toxic Earth, one trying to prevent it, the other unwittingly bringing it about.

NEAR FUTURES

The following section presents six futures, two of which, the Toxic and Predator Earths, have appeared in the *Primeval* TV show. The remaining four futures offer you new adventures to explore with your players.

TOXIC EARTH

Technology: Scatterings of high technology, mostly hidden in bunkers and geared towards survival. Poor records of what went before with no internet and a shattered infrastructure.

Humanity and Society: Humans still exist in scattered pockets, mostly in secret bunkers

isolated from the world and each other. No society per se, with each group trying to survive as best it can.

Creatures: Future Predators roam the toxic surface while beneath the earth, giant burrowing insects seek out any life sheltering from the storms above. Nests of tiny carnivorous burrowing insects provide nasty surprises for those unaware of their potential for carnage.

Anomalies: Anomalies are common and their appearance seems to draw the toxic storms. The Future Predators have learned that the Anomalies bring food and storms – swarming to opening Anomalies but fleeing quickly before the storm can strike in earnest.

ABOUT THE TOXIC EARTH

The Toxic Earth is the product of Philip Burton's tampering with the Anomalies. Burton's experiment not only opened the massively destructive mega-Anomaly but also managed to temporarily weaken the Earth's magnetic field to the point where the Magnetosphere collapsed and harmful radiation stripped away the protective ozone layer. Radiation blasted the planet for years, wiping out most life through long or short term exposure. Incredibly violent storms rocked the planet churning up toxins deposited by humanity and spreading them across the entire planet.

Humanity was all but extinguished in the blink of an eye as crops failed and people starved while the air became a poisonous fume. There wasn't time to react as all but the most heavily shielded electronics were rendered useless and the world governments fell. Things did not get better as the mega-Anomaly dissipated into thousands of smaller Anomalies which proceeded to disgorge all manner of enraged monsters. Thankfully most of the creatures died but some managed to survive, including the highly resilient and adaptable Future Predators and the Giant Burrowing Insects. These creatures sought out and extinguished almost all the remnants of humanity.

A few small groups did manage to survive the toxins, monsters and radiation. These groups were lucky enough to have shelter from the elements and predators, and a means to produce food and clean water. These groups ranged from savage bands that took what they needed and generally didn't survive long past their leader's deaths, to government-based groups sheltering in nuclear bunkers working to contingency plans that didn't include monsters breaking down the doors and eating them alive. The most successful of these survivors were the government-based ones, who had the protection of nuclear shelters, food supplies intended to last decades and decent weapons for protection. Of course, not even all these things could prevent some groups from self-destructing under the pressure of tight quarters and the horrors of what had happened.

Contact between groups was scattered due to the massive radiation storms that prevented satellite connections, the magnetic variations that scrambled radio signals and the obvious difficulties with conventional

travel. Most of the groups didn't have a long-term survival plan and nearly everyone had been exposed to unhealthy levels of radiation and other toxins meaning that the eventual extinction of mankind was almost guaranteed. Only a few groups managed to have healthy children and those were few and far between. Humanity's reign as masters of the Earth was over.

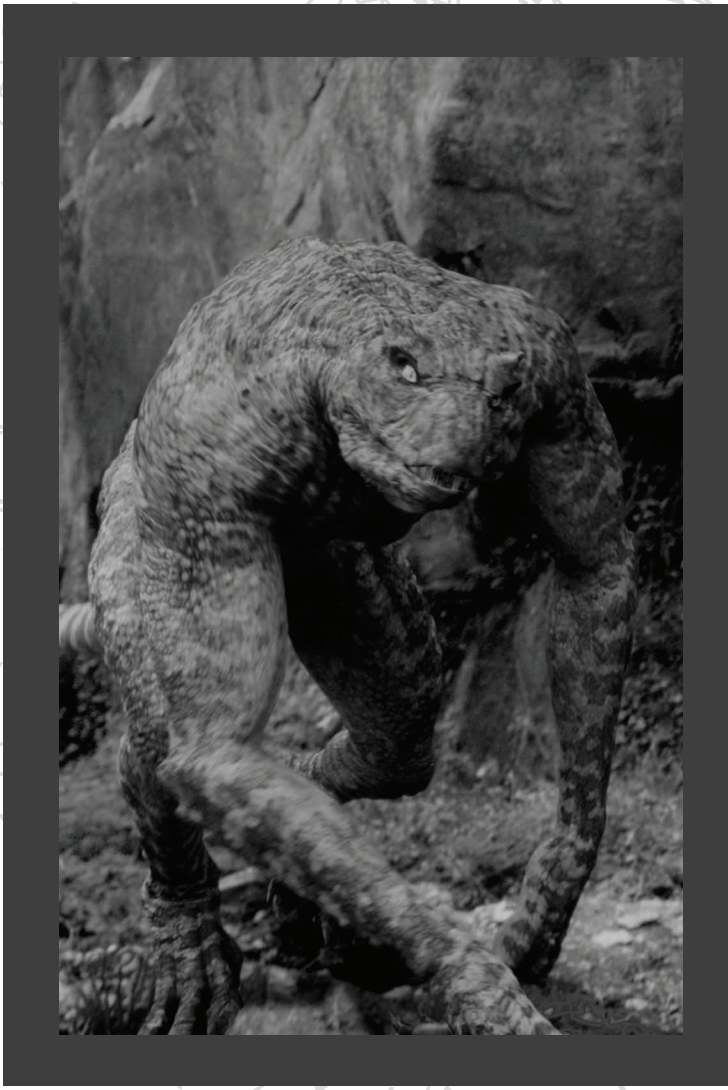
The Anomalies, the doors into the past, were obvious choices for those wishing to flee but not everyone was brave enough to step into an unknown past or future. A few groups did take the opportunity presented by the Anomalies, though how they fared is a mystery. Perhaps some of these groups or their individual members made contact with the Time Tribe or other bands of time-lost humans, the truth is unknown. Only Matt Anderson's group, armed with the little knowledge they had of the future, knew enough to step back in time with a plan to prevent their world from dying. More information on Matt Anderson's group can be found in the next chapter.

SURVIVING THE TOXIC EARTH

The Toxic Earth contains a number of threats; firstly there are the Future Predators and Giant Burrowing Insects who attack on sight most of the time. The Future Predators in particular are very violent, driven by the constant pain they feel being exposed to the poisons in the atmosphere. Other creatures make it to the Toxic Earth from time to time but the natural predators there, combined with the toxic storms, usually make short work of them.

The next threat hidden on the Toxic Earth comes from the survivors themselves. The few groups that still survive are driven beyond reason; they are almost all terribly violent or twisted in some way. A group from the present making their way into the future is likely to be seen as easy prey to be taken advantage of.

The Toxic Earth's most obvious hazard are the deadly toxic storms that wreck the planet's surface. The storms include hurricane-force winds, a lethal cocktail of poisons, and clouds of acid. These storms count as a strong poison, inflicting 4 Damage with a difficulty of 15 to resist every minute. The damage is subtracted from Strength initially. The storms boil up around open



Anomalies, reacting strongly to the shifts in the magnetic fields.

The thing easiest to overlook about the Toxic Earth is the damage that it can inflict to equipment. Repeated exposure to acids in the toxic storms ruins delicate equipment. In addition, the tangled magnetic fields found in the Toxic Earth ruin most electronic equipment almost immediately.

PREDATOR EARTH

Technology: Mostly modern-day technology with scatterings of high technology found in isolated areas such as the former ARC facility. The technology found by the ARC team was mostly related to Anomalies but Helen Cutter found both cloning and disguise-related discoveries. Technology would have

to be fairly robust in order to survive the years of neglect since the extinction of mankind.

Humanity and Society: Humanity is all but extinct and society is non-existent. Some unknown event wiped out almost all of humanity.

Creatures: Predator Earth is overrun by Future Predators and Megopterans.

Anomalies: Although Anomalies exist on the Predator Earth they are not obviously the cause of the extinction of mankind. The Anomalies in this case serve as a means of warning mankind of the threat of the future.

ABOUT THE PREDATOR EARTH

The Predator Earth has its genesis in the present if Helen Cutter is to be believed. Some action of the ARC creates the weakness needed by the Future Predators and Megopterans to take over the entire planet. Maybe it was allowing the Future Predators into the past, or maybe it was something to do with the actions of Oliver Leek.

Since this future seems to have changed to the Toxic Earth future then the implication seems to be that preventing Oliver Leek from trying to take over the world or killing Helen Cutter somehow diverted the timeline. If one considers that Helen Cutter would have continued to tamper with the timeline if she was still alive then it is likely that she had something to do with it. Perhaps Leek failed to account for the fecundity of his Future Predators when he used the neutral clamp technology and they got out of hand. We may never know.

The landscape of Predator Earth is shattered, as if titanic forces tore the place apart. The suggestion is that some mighty disaster befell the future, either man-made (like a nuclear war) or natural like a series of geological upheavals. Whatever happened, it gave the Future Predators and the Megopterans the edge they needed to take over and thrive. In both cases these species seem to be massively advanced and either came from genetic tampering (highly possible considering the cloning technology possessed by Helen Cutter) or from Anomalies to some far-distant future. The two species also seem to have a combination of highly aggressive predatory behaviour and massive rates of reproduction.

The Predators and Megopterans are each other's favourite prey with the Megopterans making up for the weaker build with increased numbers. The few bands of humans that roam the future have their work cut out for them just surviving from day to day. Humans in the future are a dying species, all but extinct with only a few generations left at best. While humans can use their superior brainpower against the creatures they still cannot match the reproductive speeds, superior senses and evolutionary adaptations such as flight and virtual invisibility.

This dark future is only decades away at best, given the general level of technology and the state of decay seen in the urban landscape. The future of this timeline is not certain however as the two main species may have signed their own death warrants: there is no obvious prey species on Predator Earth that can match the two existing apex predators and so they are likely to battle each other to the death with the winner getting the glory of a slow death from starvation. Perhaps it is this famine that drives the Future Predator into the Anomaly to the past where it is first encountered by Helen Cutter.

SURVIVING THE PREDATOR EARTH

The main hazard of Predator Earth comes from the twin predator species. The creatures are deadly, as Hillary Becker and Sarah Paige learned during their ill-fated attempt to rescue their time-lost friends. While the landscape is likely to make long-distance travel time-consuming and painful, it is the creatures that really make this future unappealing.

Visits to Predator Earth are deadly in the extreme and visitors must rely on stealth in order to survive. Pitched gun battles only serve to draw more predators while nowhere is safe from a foes that can fly and turn invisible. Being quiet and very alert is the only way to ensure a safe visit and even then nothing is certain.

If the technology possessed by Helen Cutter all came from this timeline then it is certainly a treasure-trove of high-tech wonders. The few surviving humans might be able to give some indication of where to find this technology though it is likely that this would place would-be treasure hunters in terrible danger. Discovering what these devices actually do and making them work could keep a team of scientists busy for years. It is likely that Helen either used her ties with Prospero Industries to figure out these devices or that the pieces she had were one-off technologies that she learned to operate and had no method of repairing or rebuilding.

TANGLED EARTH

Technology: Some high technology based on Anomaly science, otherwise just a little improved over the modern

day. Mind control is commonplace based on improved Neural Clamping Technology.

Humanity and Society: Humanity exists as before but society is a lot darker. Following the cataclysmic events of the Convergence, much of the world was in shock. A group of right-wing extremists were voted into power on the back of claims that they could destroy Anomalies. The rather Orwellian government imposes mandatory Neural Clamping on those that break the rules.

Creatures: There are very few creatures on the Tangled Earth, those passing through the Anomalies are usually captured and dissected to see if anything useful can be learned from them.

Anomalies: Anomalies appear as frequently as in the present but the government openly hunts them down. Anomalies that open are trapped in Sun Cages and brought to a secret facility where they are supposedly destroyed. This is a lie, the government does bring the Anomalies to a secret facility but rather than being destroyed they are brought to the "Tangle", a facility much like a prison for Anomalies.

ABOUT THE TANGLED EARTH

Following the Convergence event people were scared, terrified of the terrible monsters that could appear at any moment, scared that nowhere was safe, not even a locked room. The people scorned the governments that were so woefully unprepared for the Convergence and howled for the blood of those they claimed were responsible. Cue the rise of the extremists and their promise to seek out and destroy Anomalies based on new Sun Cage technology.

In Britain, the New Growth party, led by scientist Richard Alsworth, took the lead, promising to make everything better. Within three months they were in charge and a state of emergency was imposed to deal with the threat of Anomalies. During the next five years the New Growth party spread throughout the world, bringing Alsworth's technology with them. The party promised a world without fear and in return asked only for total obedience.

Behind the scenes Alsworth manipulated everything: every time that his approval ratings dipped Alsworth would have an open Anomaly left in a school or public building with plenty of fresh blood scattered around it. Alsworth was a national hero to many and when he proposed a new method of dealing with those guilty of high crimes he didn't have to push hard.

Alsworth used improved Neural Clamp Technology first on high-profile criminals and later on "dissidents and terrorists". These people were given difficult and dangerous jobs like being in charge of the Sun Cage teams that would capture Anomalies for "destruction". As numbers of those clamped increased they were given jobs in law enforcement and the military. The success of the clamps resulted in them being used to treat the mentally ill and socially undesirable. The prisons were almost empty with most people accused of crimes sentenced to clamping.

This is the state of the world right now. Richard Alsworth has almost complete control of the world and his Tangle facility contains hundreds of caged Anomalies. Alsworth has an army of clamped men and women ready to do his bidding.

This dark earth has another secret, not only is Alsworth in possession of incredible technology, he is not the man most people believe him to be.

WHAT REALLY HAPPENED?

The reason behind the Earth's frozen condition is left up to the GM. Possible options include:

- **Some form of atmospheric pollution coming through the Anomalies coating the sky in darkness and freezing the planet solid.**
- **An Anomaly along a temporal fault-line (see Series 1) opening in a super-volcano forcing a massive series of chain eruptions.**
- **An experiment gone wrong where the world's Anomalies are briefly turned into massive heat sinks resulting in an instant deep freeze.**

In each case above the characters should be able to stop the events from happening. For example: in the case of the super-volcano Anomaly they might catch it along the temporal fault line before it has moved into the volcano.

Richard Alsworth didn't exist before the Convergence, the person is a fiction created by a man called Albert Hobb. Hobb was an associate of Helen Cutter, and worked on most of the technology she stole from the future. Hobb had a decent if not brilliant scientific mind, as well as notes from Oliver Leek's experiments with Neural Clamps, Prospero Industries' Anomaly discoveries and a functioning Anomaly Control Device from Cutter.

While Hobb wasn't a fantastic scientist he was a very cunning manipulator and used the technology he had as leverage to further his ambitions. So far everything has gone rather well for Hobb, now if only he could get rid of those pesky dissidents before one of them finds the Tangle and jumps through an Anomaly into the past with some dangerous information.

SURVIVING THE TANGLED EARTH

The Tangled Earth is a police state with eyes everywhere. Clamped individuals report everything they see to the secret police who, in turn pick up any suspected dissidents for clamping or execution. PCs arriving on the Tangled Earth face cat and mouse games with black-clad police, and the moral quandary of what to do with a clamped individual who probably doesn't know what he is doing. For a more personal touch, the PCs could come across clamped family members that they must somehow deal with in order to survive.

If the PCs are not inclined to go to through an Anomaly into the future they might be contacted by a person (possibly someone they already know who seems to be years older) who claims to need their help in stopping a dark future. To add uncertainty, the person may have been trying to do this for years and could perhaps have a record of being in a mental institution. The future rebel might have had a Neural Clamp removed and could exhibit some very quirky behaviour because of it.

The Tangled Earth features two pieces of improved technology: the Sun Cage and the Neural Clamp. The Sun Cage used by Alsworth's men is large, highly portable and easy to set up – almost identical to the portable micro Sun Cage created by Connor Temple. The Neural Clamp used in the Tangled Earth time period is smaller than the ones used by Oliver Leek and can be used on humans and concealed under a baseball cap. The clamp is impossible to remove except by surgery, though they can be targeted and destroyed with a Called Shot (effectively lobotomising the target). Individual units do not short out other clamps.

The Tangle itself is a massive underground facility in the small, west London town of Brentford. The facility has a large site above ground where the "Anomaly Destruction Technology" exists. This facility has been targeted by rebels in the past and is under heavy guard day and night. The Tangle sprawls for miles underground and has hundreds of Anomalies trapped in Sun Cages with automatic Anomaly Locking Mechanisms pointed at them and set to activate if required. The facility has multiple options in case of incursion from an Anomaly including nerve gasses and flame throwers. External attack has never been an issue because so far the dissidents are unaware that the underground portion of the facility exists.

FROZEN EARTH

Technology: A few scattered remnants of modern technology but mostly primitive technology.

Humanity and Society: The remnants of mankind have formed primitive tribal cultures, surviving on the land. Contacts between the tribes are fairly uncommon but usually peaceful. A large number of Neanderthals have made their way to the Frozen Earth, following migrating mammoth herds and thrive without the competition from the Cro-Magnons.

Creatures: The terrible cold prevents most creatures that step through the Anomalies from surviving for long. A few creatures such as woolly mammoths and rhinos have come through the Anomalies and survived quite well in this new time. An unknown future predator called an Ice Devil lurks in the darkness waiting for anyone foolish enough to wander the cold wastes alone.

Anomalies: The Frozen Earth contains about the same number of Anomalies as the modern day.

ABOUT THE FROZEN EARTH

The Frozen Earth is gripped by an Ice Age much worse than any that has ever come before. Nobody on the Frozen Earth knows exactly what happened but the stories make it clear that "a long night" fell upon the planet and that it was during this time that the temperatures dropped to Arctic levels. The exact nature of what caused the disaster is unclear but the survivors claim it happened about two centuries ago.

The disaster must have come quickly since there are still frozen bodies to be found here – encased in ice and seemingly engaged in mundane actions. Investigators can discover calendars with dates only a few years into the future and technology that equates to the modern day. If you really want to spur on your PCs they might even find

their own bodies, perhaps obviously working on a solution to the terrible cold.

The Frozen Earth shows little climate variation between summer and winter with the summer only really impacting the zones around the equator. It is here that most life is found since the polar regions are far too cold to support much in the way of plant and animal life. Tribes of humans and Neanderthals make their way across the tundra following the herds of mammoths that they need for survival. Scavengers seek out stocks of food and equipment frozen deep in the old cities but massive sheets of ice and the Ice Devils make this work difficult.

SURVIVING THE FROZEN EARTH

Visitors to the Frozen Earth face a whole raft of challenges. The average temperature rarely gets above freezing and then only in the region surrounding the equator. Use the cold damage rules on page 105 of the *Primeval Core Rulebook* to simulate the terrible cold. Characters prepared for the chilly temperatures can reduce this damage but investigations into the former temperate regions (like most of Europe) will result in almost constant Survival tests. Of course, most of the clues about what has happened to the Earth will be found in these frigid regions.

The sky on the Frozen Earth is almost continually cloudy and snowfalls are common in the equatorial band. The air contains a fair amount of ash, enough to irritate the lungs of those with asthma or allergies. Nights are slightly longer, and even during the day the atmospheric conditions make visibility poor and light dim.

The tribes that wander the landscape are pretty peaceful, survival necessitating a less warlike stance. The nomadic lifestyle of the tribes means that most of the year they rarely come in contact with each other. The Neanderthals and modern humans don't have much interaction but as Neanderthal numbers grow this is likely to change. The Neanderthals are built for this environment and reproduce quickly, advantages that mean they have spread across most of the non-polar regions.

The former cities of mankind lie scattered across the globe, each one almost perfectly preserved in a thick layer of ice. These places should provide shelter and food for humans but instead they play host to a previously unknown species that the natives of this timeline call Ice Devils. The creatures are highly-specialised, resembling Megatherium with white fur and a mouthful of sharp teeth. The Ice Devils roam the cities locating frozen bodies in the ice, digging them out, and feasting on them. The Ice Devils are fond of warm food too and attack intruders into their territories without warning.

ICE DEVIL

(Megatherium Variant?)

Ice Devils are massively territorial scavengers and hunters. This elephant-sized ground sloth is highly adapted to the frigid polar conditions found on the Frozen Earth. Where the creature came from is a mystery: is it a forgotten creature from the past or some kind of future evolution?

The Ice Devils are surprisingly agile for their size and their thick, white coat allows them to blend into the icy terrain found on the Frozen

Earth. Ice Devils mostly stay in the frigid polar regions where they thrive in the former human cities, using their dagger-like claws to dig out frozen bodies to feast on. The creature supplements this diet with any creature foolish enough to wander into its territory.

The Ice Devil has one highly specialised advantage: its digestive system is adapted to allow it to feast on frozen food. The creature's stomach acids contain a natural kind of anti-freeze and its digestive system is highly insulated preventing heat loss from the constant ingestion of icy meals.

Awareness 3	Coordination 3	Ingenuity 1
Presence 3	Resolve 4	Strength 10

Speed: Average Size: Huge

Maximum Threat: 12

Threshold: 4 (1-5 Attack, 6 Flee)

Traits:

- **Bite**: The Ice Devil's crushing bite inflicts Strength +2 damage (6/12/18).
- **Claw**: The creature's dagger-like claws inflict terrible puncture injuries causing Strength damage (5/10/15).
- **Aggressive**: Reduced Threat Threshold.
- **Armour 2**: The Ice Devil's thick coat reduces all damage by 2.

Threat Powers:

- **Snap! (2 Threat):** The Ice Devil makes an additional bite attack this round.
- **Burst of Speed (1 Threat):** The Ice Devil lurches forward, getting a +4 bonus to any Athletics checks.

Skills: Athletics 3, Fighting 3, Subterfuge 3 (Stalking 5), Survival 4

QUIET EARTH

Technology: The Quiet Earth has no technology lying around. The entire landscape looks as it would if humanity never existed.

Humanity and Society: Humanity and society do not exist. Humanity and all of its creations have vanished entirely. There is no evidence of mankind's existence anywhere.

Creatures: All manner of creatures cover the Quiet Earth. Some creatures from earlier times have flourished and multiplied though no group has come to dominate the landscape as yet. Wolf packs and bears roam the wild forests of Europe while the grasslands shake with buffalo in North America and in North Africa native bears and lions roam free.

Anomalies: The Anomalies on the Quiet Earth stay open for longer and are more stable than those in the present day. It is typical for an Anomaly to stay open for days or even weeks at a time. This time period has a very stable magnetosphere with very little solar activity which makes for more solid Anomalies. The drawback to this is that Anomalies snap shut with no weakening period.

ABOUT THE QUIET EARTH

The Quiet Earth is a mystery to be solved. Something wiped humanity from the history books. It is difficult to determine the exact details but clearly something happened to cause humanity never to rise. This is the world that would exist if Helen Cutter had succeeded in her plan. Anyone arriving to the Quiet Earth should realise quickly that this is no distant past, the stars are in the right places and while the Earth is slightly cooler it still has the same atmosphere, albeit a cleaner version. It is only ten years in the future.

The Quiet Earth is intended to spur the PCs into a series of adventures. Unlike the other worlds presented here there is a clear adventure in mind and the PCs have to save the entire human race. As the PCs enter the Quiet Earth they find themselves trapped in an alternate timeline where humanity never existed. What has happened is that while the PCs travelled to the future another individual travelled to the past and accidentally helped Helen Cutter wipe humanity out of existence.

Basil Harrow grew up as part of a privileged family with all the good things that this brings. All this mattered little to the young Harrow who grew into a cruel, manipulative and heartless young man. By the age of 30, Basil had already climbed to a high position in the Home Office and had all the friends and wealth he could ever want. The Home Office gave Basil what he craved the most; power over others. Basil used Home Office resources to "deal" with anyone who crossed him, effectively murdering no less than six people and ruining the lives of many more. The last murder was a mistake, it was too rushed and Basil left behind

evidence (his obsessively kept diary), linking him not only to the crime, but to the five others.

Basil was on the verge of ruin, his own personal empire would soon come crashing down and there was nothing he could do about it. He sat alone in his office waiting for the police to arrive when he realised he had another option. Basil knew of the ARC project and had read the files with some interest. The woman known as Helen Cutter particularly impressed him. Basil realised that he could right everything with one simple action, all he needed to do was to go back in time and kill the family of the person he was going to murder ensuring they never existed. Luckily, he already knew the family background of the person involved, coming as they did from an old peerage. So, with a copy of the peerage database in hand, Basil jumped through an Anomaly and finding Sir Walter Markham asleep in his manor house in 1553 shot him at point blank range. With this action Basil inadvertently destroyed mankind. Walter Markham was the ancestor of Danny Quinn, the person who stopped Helen Cutter from wiping out humanity.

Returning to the present Basil realised instantly that something was wrong. The world as Harrow knew it was utterly annihilated. Basil wasn't one to give up however, and quickly realised his mistake as he looked further into the peerage database and discovered Danny Quinn's name at the end of a very long family tree. Initially Basil made plans to rectify his mistake but quickly came to enjoy this world where he was master of everything. In the last ten years Harrow has built himself a decent tree-top dwelling where he is safe from predators and has stored all his modern gear.

SURVIVING THE QUIET EARTH

The Quiet Earth is a paradise for some; it boasts clean air, pristine wilderness with not a scrap of refuse or concrete to mar the views. The Quiet Earth also has no conveniences of modern life and a number of large predatory species that roam the landscape unimpeded by mankind. While the PCs won't face any major environmental threats, the creatures of this time period have no fear of humanity and regard them as snacks on legs. This future has a disproportionately high number of species compared to other times due to the long-term Anomalies.

Soon after arriving in the Quiet Earth, the PCs become aware of traces of humanity: Basil has a habit of carving arrows in the trunks of trees so that he doesn't get lost. Following the arrows leads the PCs right to Basil's camp where the surprised Basil claims to be a lost traveller. If the PCs have dealings with the ARC or Home Office they recognise Basil immediately. They might even know about the manhunt for him if they read it in the morning paper.

Harrow plays dumb and claims he doesn't know anything about the time shift. The former civil servant claims that he was on his way to work when he stepped through an Anomaly by accident. Anyone looking at the amount of survival gear and the handgun he wears can see that Harrow is lying.

Even if they can't get Harrow to talk, the PCs can find out what really happened from the diary he keeps. The diary goes into the details of Harrow's actions and even shows the rough location of an Anomaly that leads close to Helen Cutter's poisoning site. Harrow initially intended to go back and stop Cutter himself but finally decided that he was happier not having to deal with other humans. If the PCs are willing they might be able to step back in time and stop Helen Cutter themselves, thereby resetting the timeline and bringing the entire loop full circle. Then of course there is Harrow. If he is not with the PCs when they deal with Cutter, he finds himself wiped out of existence with his family line one of the few that changed due to the timeline shift. If Harrow was with the PCs they have to find a way to deal with a man that doesn't actually exist any more.

HUNGRY EARTH

Technology: A few pieces of high technology stored in the ARC and its sister facilities.

Humanity and Society: Humanity is alive but struggling. The survivors fight over food and try to keep themselves alive on a world that is trying to devour them whole. The planet's population is starving to death.

Creatures: The earth is overrun by arachnid-like creatures simply called "the Cobs" that breed at an astounding rate and reduce all kinds of food into a grey mush only digestible by themselves.

Anomalies: There is nothing noteworthy about the Anomalies from this time period. Most of the population are not aware of their existence.

ABOUT THE HUNGRY EARTH

The Hungry Earth is set about ten years into the future where a highly invasive species arrived to Earth through an Anomaly from a more distant future. The species, a spider-like creature about the size of a small cat in adult form, was kept in check in its own time by environmental conditions that don't exist on the Hungry Earth.

The Cobs, as they are known, breed at an astounding rate, possess a poisonous bite and spray their young, attached to sheets of webbing, over massive areas. The Cob's digestive webs break down carbohydrate, fat, and protein into a toxic mush that the Cobs eat. An adult Cob can produce over a hundred young a day. A newly-born Cob grows incredibly quickly, reaching breeding age in three days, all the while eating and producing more digestive webs.

The government were taken by surprise by this highly invasive species. Whole swathes of animals and crops were destroyed using fire and poisons in an attempt to kill the creatures, but by the time a proper response had been organised the Cobs had an impressive foothold. The species travelled to Europe and from there across the globe.

A year on, the infestation has become rampant and vast numbers of people have lost their lives to the Cobs. Most have fallen prey to the creature's toxic bites or simply to starvation as the world's supply of tinned goods (safe from the digestive webs) begins to dry up. The human populations retreated to the cities but as food supplies dwindled the humans turn on each other, and the Cobs turned to humanity as a source of food. Many of the cities became mass graves almost totally cocooned by digestive webs.

A few human groups exist on islands like the Isle of Man, where rigorous hunts and quarantine laws prevent the spread of the Cobs.

SURVIVING THE HUNGRY EARTH

The world is starving to death and totally overwhelmed by the Cobs. Nothing can be done in this timeline to save the planet but if someone were to head the invasion off early on in the past, then things might turn out differently. Of course, the information on where the outbreak started is in one of the cocooned cities, surrounded by hungry Cobs and possibly a few creatures from the Anomalies.

You might decide that someone comes up with a means to kill the Cobs easily but the toxin required is too dangerous to spread over a massive area. It could be useful at the initial incursions site in the past, but no use in the Hungry Earth time period. Investigating where the Anomaly the Cobs came from might also reveal a key weakness.

The landscape is grim, dusted in cobwebs and absent of animal and plant life. Patches of foul-smelling grey mush reveal the results of the web's work. The Cobs and their webs are the most obvious threat to life but some bands of survivors have turned to cannibalism as a source of food and can be just as much of a threat.

The Hungry Earth can be played as a zombie survival game with starving humans and ravenous alien-spiders in place of zombies. For an added twist a PC might unwittingly bring back a Cob with them, restarting the whole process again for a Wells-like time loop.

COB

(Future Spider)

The Cobs are some far future development of the spider. The creatures are highly aggressive in their pursuit of food and breed very quickly. In their home time, the Cobs are kept in check by environmental conditions that erode their webs and by fungi that kill much of their young. These two factors do not exist on the Hungry Earth and so the Cobs have run rampant across the globe.

The Cobs don't construct webs or claim territory; instead they keep on the move almost constantly. Why they do this is unknown but it means that when they arrive in a given time they spread very quickly. Likewise, the creature's attraction to vibration means that they often hitch rides in vehicles, further increasing their range.

The Cobs use their web spray in combat as a last resort; usually they deposit a massive sheet of webbing over about a quarter acre of land, where their young eat everything in sight before moving on themselves. The Cobs are protective of their webs if they happen to still be in the area when the webs are attacked. The Cobs do not deliberately stay around to guard their webs however.

Awareness 3 Coordination 3 Ingenuity 1

Presence 2 Resolve 2 Strength 1

Speed: Average Size: Small

Maximum Threat: 6

Threshold: 3 (1-3 Attack, 4-6 Flee)

Traits:

- **Bite:** The Cob's piercing bite inflicts Strength +1 damage (1/2/3).
- **Swarm:** A number of Cobs together can be treated as a swarm.
- **Crawler:** Cobs crawl up walls and along ceilings.
- **Fear Factor 1:** +2 to rolls when trying to intimidate prey, and humans need to make a Fear test when they first meet the Cobs.
- **Feeding Time (Swarm Only):** If the Cobs swarm, their Threat increases by 1d6 per round to a maximum of 12.

Threat Powers:

- **Web Spray (2 Threat):** The Cob sprays the target with its digestive web. The webs spray has a range of 10 metres. This is treated as a poison inflicting 6 damage with a difficulty of 21 to resist.
- **Springing Attack (1 Threat):** The Cob uses its strong legs to jump up to 20 feet onto a target and bite them inflicting its normal bite damage.

Skills: Athletics 3 (Jumping 5), Fighting 2, Marksman 3 (Web Spray 5), Subterfuge 3 (Stalking 5), Survival 2

THE FUTURE CONSPIRACY

The future conspiracy, or the Society as they call themselves, consists of a group of men and women who have come from the future to stop their world from existing. This is the conspiracy that Matt and Gideon Anderson belong to. The Society draws its membership from survivors of the Toxic Earth who came back in time to prevent the terrible cataclysm that created their future.

Matt Anderson spent the first years of his life on the Toxic Earth, growing up among an ever-shrinking group that eked out an existence in a government facility under the blasted lands of Northern Ireland. The facility was one of several set up in the British Isles during the 1960s when the world was under threat of nuclear extinction. These underground bunkers were meant to protect high-ranking government officials from the nuclear attacks that never came. The facility contained supplies and equipment, enough to support a small group almost indefinitely. The bunker also had a small research wing where scientists were working on a secret project to develop a new form of Taser technology called an EMD. Matt Anderson would later provide the specifications of these weapons to the ARC as part of his contract with them.

The colony was typical of its kind, surviving the initial chaos due to a good location and more than a little luck. As years turned into decades and contact with other colonies went from sporadic to none at all, the survivors realised that the world was never going to recover. The few children born to the survivors suffered from mutations, with Matt Anderson being one of the few healthy children, born as he was only a year after the cataclysm. With an ageing population and no hope for the future, the survivors consisting of little over a hundred men and women came to a decision; they had to try to stop the cataclysm from happening.

Though the cause of the cataclysm wasn't common knowledge a few of the survivors were members of the Home Office and had access to some ARC files. They knew the disaster was Anomaly-based and the rough date it had occurred on. The survivors also knew about the nature of the Anomalies and that they could use the Anomalies to travel back in time.

A plan was formulated; the survivors would send several groups back in time to try to undo the mistakes that led to the Toxic Earth timeline. Those too sick or too old would remain behind and pray for success. The preparation took years, with exhaustive research on the people and places, and a prototype Anomaly Dating Calculator developed based on Connor Temple's notes. The Andersons and others like them, worked day and night to prepare for the one-way trip.

Preparations were almost complete when the insects came. A hive of Giant Burrowing Insects broke through the bunker's reinforced concrete walls and devoured most of the survivors with less than twenty making it out alive. The remaining survivors had no chance of regrouping but many of them chose to stay "on mission" and, locating Anomalies leading to the past, took their chances.

Five groups made it to the present day, or more correctly to times after 1900. Most of the survivors arrived at dates ranging from 1907 to 2000. Those that arrived early realised quickly that they could not be directly involved in shifting the timeline but instead concentrated on support activities. This possibility had been considered by the survivors and the Society was born in 1907. Using their knowledge of history those that arrived early amassed wealth and contacts which they used to find and aid the later arrivals. For example, *The Times* newspaper ran regular adverts for years for non-existent companies who sought employees with a "timely manner": a code set up in advance just in case the time travellers got separated.

THE SOCIETY

Good Traits:

- **Foreknowledge: They don't have all the details but they know a lot.**
- **Archives: An old, stately manor purchased in the 1930s.**
- **We Have The Technology: EMDs.**
- **We Have The Technology: Anomaly Detector Device.**
- **Wealthy: The Society have bags of money.**

Bad Traits:

- **Code: The Society have strict rules on how to interact with the timeline.**
- **Demands Results: Members of the Society are expected to give their lives for the cause.**

GOALS

The Societies' goals are fairly straightforward; their primary goal is to stop the New Dawn Anomaly from destroying the world. The group's secondary goals involve keeping their existence secret, trying to investigate the cause of the cataclysm, amassing the resources they believe necessary to stop the end of the world, and causing as little temporal damage as possible. This conspiracy is multi-generational, existing over the course of over one hundred years.

The conspiracy members were careful not to have children and by and large led very lonely lives, isolated from others apart from their fellow conspirators. This isolation led to strong ties between members of the Society and they are almost all willing to give up their lives for each other. Wealth and resources are passed from one Society member to another, preparing for the day they could act.

It is important to note that most members of the conspiracy are middle aged and suffering from a number of conditions brought on by living in the Toxic

Earth time period. This resulted in elaborate contingencies being put in place to ensure that if one member died before the next appeared the others would have access to his notes and resources.

Matt and Gideon Anderson were the last to arrive, with their predecessor dying just months before they arrived. This left the father and son team more than a little disoriented but they did find all the information they needed to continue their work. Using their predecessor's contacts, information and money, they deduced that someone working for the ARC was responsible for the cataclysm and set in motion a plan to infiltrate the new ARC team.

RUNNING THE CONSPIRACY

The Society is an old conspiracy and a very small one. Secrecy is required both to hide the nature of their actions but also to reduce the chance of temporal damage. Membership of the society is by and large a very lonely affair with only one or two people knowing the full truth about the conspiracy at any given time. You can use the Society for games set in the modern day or in any historical era from the 1900s forward. You can use the society to introduce some high technology into historical games if you wish. The following charts the membership and actions of the society since its inception:

1907-1930

Marcus Witcher and Paul Hardiman arrive in 1907. The two men attempt to make contact with other groups but quickly realise that they are the first to arrive. The men purchase an old estate with gold they brought back from the future. The estate becomes the base of operations for the Society for the next century. The men begin a careful series of investments and start researching possible links to the cataclysm. Hardiman dies in 1927 of a lung condition brought on by his exposure to toxic storms in the future. Witcher begins to give up hope after 20 years of silence. Then, in 1928 Chloe Trent and Gavin Osterman arrive in Scotland and make contact with Marcus.

Marcus is delighted that all his work hasn't been in vain. Witcher passes on in 1930, following a house fire that nearly destroys the carefully accumulated Anomaly data he and Hardiman have been collecting for two decades.

1930-1940

Chloe Trent and David Osterman continue the research into the Anomalies. Osterman is attacked and killed by an enraged Stegodon in 1935 leaving Trent to work alone. Trent gathers a group of agents to do her field work and cultivates contacts in the Home Office. Trent becomes quite famous as an antiquarian and a shrewd investor. She refuses many offers of marriage, much to the mystification of Society at large. Chloe Trent dies of cancer in 1943, a year after Mia Holt and Dominic Roland arrive to relieve her.

1940-1970

Mia Holt, later known as Dame Mia Holt, and Dominic Roland spend most of their early years involved in a hospital that Trent had set up just prior to her death. Mia is doctor and though she feels that she is possibly meddling with the timeline she can't turn a blind eye to the suffering of the patients. Holt reluctantly receives a knighthood for her actions. Roland, a research scientist, spends most of his time researching Anomalies and creates a prototype Anomaly Detector Device with a range of over 300 miles. The device malfunctions in 1957 and electrocutes Roland, killing him.

Mia Holt continues the work of the Society until her death

BLENDING IN AND PASSING THE BATON

The Society have been hiding in plain sight since the early 1900s. When Witcher and Hardiman first stepped through the Anomaly in 1907 they realised that those following them would need a means to establish identities in order to take advantage of the resources left by their predecessors. Hardiman, the more diplomatically minded of the pair, spent years creating a network of contacts within government departments allowing him to create new identities.

Hardiman also arranged to have these contacts recruit new men and women as agents so that the next future teams to arrive would continue to be able to generate new identities. The government agents aren't sure of the reasons behind these new identities. All they know is that they receive a healthy stipend each month in return for the occasional "harmless favour".

Whenever a new member of the Society steps through an Anomaly they use advertisements in The Times newspaper to contact their teammates already in the present. If none of the Society are alive, the new members find themselves making contact with a solicitor who informs them of their new identity and arranges to have the Societies' resources transferred into their name.

in 1967. She lives long enough to welcome Fergal Crown and Lillian Burke when they appear that year.

1970-1995

Crown and Burke travel extensively for the next 15 years, seeking out Anomalies outside of the British Isles and working for the Foreign Office. Burke is a linguistics expert and Crown an anthropologist. Crown, like Matt Anderson was one of the few children of the Toxic Earth. Burke and Crown fail to uncover any evidence pointing to a reason for the cataclysm but do make a lot of connections within the government. Burke dies in 1985, the victim of random violence in South Africa.

1995-PRESENT

Desmond Smith appears through an Anomaly in 1995; Smith was a private investigator before the cataclysm and uses his skills to uncover some of the facts surrounding the cataclysm. Crown, in his fifties by this point, goes missing in the late 1990s; Smith never finds out what happened to him but suspects some kind of conspiracy working against the Society. Desmond Smith works for the Home Office until he dies of a heart attack in 2005, just three months before Matt and Gideon Anderson arrive in the present.

The Andersons take Smith's notes and work relentlessly to stop the cataclysm from destroying the Earth. Gideon Anderson falls sick weeks after arriving and he is confirmed to have terminal cancer. Despite this handicap the father and son manage to infiltrate the new ARC and eventually stop the birth of the Toxic Earth.

CONSPIRATORS

MARCUS WITCHER

Marcus Witcher and his teammate Paul Hardiman were the first future team to appear in the 20th Century. Witcher found the first years in the past both difficult and wondrous. To Marcus, coming from a hellish toxic wasteland, the 20th Century was a paradise. Before the New Dawn disaster overtook the Earth, Witcher had been an engineer in the British Army, training that stood him in good stead as he and Hardiman set up the country estate that would serve as home for generations of the Society.

Witcher and Hardiman collected all manner of data concerning the Anomalies and built an impressive workshop/archive beneath the estate's main house. As the years flew by without sign of more conspirators, Witcher began to despair of ever handing over his burden. Hardiman's death hit him hard, and Witcher was locked in a downward spiral of depression and drinking when Trent and Osterman showed up on his doorstep. The rejuvenated Witcher spent two years helping his new companions to catalogue the massive collection of Anomaly data he had gathered before passing on in a mysterious house fire.

Awareness 4 Coordination 2 Ingenuity 5

Presence 3 Resolve 2 Strength 3

Skills: Athletics 2, Convince 2, Craft 3 (Metalwork), Fighting 2, Knowledge 3 (History 5), Marksman 2, Science 2, Survival 2, Technology 4 (Repair 6), Transport 2.

Traits:

- **Brave (Major Good Trait):** Witcher is hard to shake.
- **Face in the Crowd (Minor Good Trait):** Marcus is easy to overlook.
- **Technically Adept (Minor Good Trait):** Has an understanding of machines few can match.
- **By the Book (Minor Bad Trait):** Witcher follows the rules no matter what.
- **Obligation (Minor Bad Trait):** Must help the others to follow.

Story Points: 12

CHLOE TRENT

Chloe Trent was a young project manager for the Home Office before she ended up stuck in a bunker in Northern Ireland waiting for the end of the world. Trent acted as quartermaster for the survivors and helped to organise the logistics involved in the plan to go back in time. Chloe and Gavin Osterman were meant to be a team to travel to the furthest point back, but the insect threat put an end to that part of the plan. Arriving in 1928, Chloe and Gavin made contact with Marcus Witcher and took over the Society when he died.

Chloe was left alone early on as Gavin Osterman, her lover as well as her teammate, was killed in a confrontation with a creature from the Anomalies. True to form, Chloe continued to make it her life's work to find out as much as she could about the Anomalies and creatures beyond, while maintaining the vast fortune built up by her predecessors. Trent, moved by the suffering she saw during World War II, offered part of her estate up as grounds for a small hospital. Chloe served as administrator of the hospital until her death, but never stopped investigating the Anomalies, operating through field agents and often purchasing the remains of strange creatures for study.

Awareness 4 Coordination 2 Ingenuity 3

Presence 5 Resolve 4 Strength 2

Skills: Animal Handling 1, Athletics 2, Convince 4, Knowledge 4, Marksman, Medicine 2, Science 2, Subterfuge 4, Survival 1, Technology 2, Transport 2.

Traits:

- **Friends (Major Good Trait):** Chloe has a lot of powerful friends.
- **Minions (Major Good Trait):** Trent has a cadre of agents working for her.
- **Voice of Authority (Minor Good Trait):** When she speaks people listen.
- **Distinctive (Minor Bad Trait):** Chloe is a tall woman who sticks out in a crowd.
- **Obligation (Minor Bad Trait):** Must help the others to follow.

Story Points: 12

MIA HOLT

Mia Holt was a promising medical student when the world fell apart. Her friend, Chloe Trent and she were on holiday in Northern Ireland when things got bad and Trent managed

to talk them into a government facility she was aware of by telling them that Mia was a trained doctor.

The next few years were harrowing for Holt, who became the base doctor by virtue of the fact that she was the only one with medical training. By the end of her first five years Holt probably had more experience in treating poisons and radiation burns than anyone on the planet.

Mia's arrival in 1942 was another trial by fire as she got involved with treating the casualties of World War II in Chloe Trent's hospital, and had to watch her friend die of a combination of old age and cancer.

Holt sees her partner Dominic Roland die in a tragic accident but never gives up, determined that she won't be the one to fail the Society legacy.

Awareness 3 Coordination 3 Ingenuity 4

Presence 3 Resolve 3 Strength 3

Skills: Animal Handling 1, Athletics 2, Convince 1, Knowledge 3, Medicine 5, Science 3, Subterfuge 1, Survival 2, Technology 2, Transport 1.

Traits:

- **Attractive (Minor Good Trait):** Mia's a cute little thing, and people often underestimate her because of it.
- N**ever Gives Up (Major Good Trait):** Mia never says die.
- **Obsession (Minor Bad Trait):** Holt is determined to see the Toxic Earth timeline averted.
- **Insatiable Curiosity (Minor Bad Trait):** Who says it's a bad thing?

Story Points: 12

FERGAL CROWN

Fergal Crown is the mystery member of the Society and his disappearance remains unsolved. Crown's father was an anthropology professor before the New Dawn Anomaly hit and passed his love of the subject to his son. Fergal was a wild child, continually getting into places he shouldn't but continued to study anthropology as a hobby to keep himself sane. When Fergal arrived in the late 1960s he knew that his group would likely be surrounded by those that caused or ordered the cataclysm, as such he spent a lot of time working with intelligence agencies looking for hints of secret projects.

This skulking about led to Crown meeting with a woman called Helen Cutter in the late 1980s. Cutter seemed to know more about the Anomalies than she was saying but refused to admit to Crown exactly what she knew, giving tantalising hints at best. Crown met Cutter a number of times but kept these meetings secret from his companions, hoping that he might be able to figure out more about this woman who also seemed to come from the future.

Crown went missing in the late 90s sometime. Desmond Smith was never sure when exactly Fergal vanished since Crown commonly left the Society estate for months at a time without warning.

Awareness 4 Coordination 3 Ingenuity 3

Presence 3 Resolve 4 Strength 3

Skills: Animal Handling 2, Athletics 3, Convince 4, Fighting 4, Knowledge 3 (Anthropology 5), Marksman 2, Subterfuge 4, Survival 3, Technology 2, Transport 3.

Traits:

- **Breaking & Entering (Major Good Trait):** Fergal knows his way around a set of lock picks.
- **Charming (Minor Good Trait):** Crown is a very smooth talker.
- **Lucky (Minor Good Trait):** Fergal's been known to win a lot at poker.
- **Fresh Meat (Minor Bad Trait):** Yummy.
- **Impulsive (Minor Bad Trait):** Tends to act on instinct, any instinct.
- **Maverick (Minor Bad Trait):** Blazes his own trail, not always the right one.

Story Points: 12

CHANGING HISTORY

Changing the past and future is a dangerous affair. One misstep and you can destroy the timeline as you know it or rewrite things so much that your very existence is irrelevant. Temporal damage tracks the damage done to time by characters and determines the effects that happen as a result of accidental interference in different time periods. But what about deliberately changing the timeline? It is possible to wreck havoc in the past as indicated in the *Primeval Core Rulebook*, inflicting massive temporal damage that may or may not have a noticeable impact on the present. What about "surgical" changes to time, to excise certain individuals or particular events? These types of change go beyond the temporal damage chart presented in the *Primeval Core Rulebook*.

This chapter gives you ways to deliberately manipulate the past, present and future. These rules should not become a menu from which the players pick and choose which disasters to avert and which people to save. Altering the past or future is not something to be taken lightly and could be the focus of an entire campaign. These rules are intended for large-scale changes while small alterations to the timeline are likely to occur as side effects to the larger change.

CHANGING YOUR FATE

Trying to change your own destiny is a very tricky thing. Making alterations to your own history is usually a good

way to wipe yourself out of existence or change yourself in ways you didn't think of.

For example, when Bill was a child he spent a summer in bed suffering from a bad lung condition which left him very frail. Bill decides that he's had enough of losing at sports and when an Anomaly opens to the appropriate time he gets his best friend Sally to go back and give his young self a shot of powerful antibiotics. Returning to the present Sally discovers Bill in a wheelchair. When questioned, Bill explains that he was struck by an ice cream van one summer as a child. Bill asks if Sally's trip back in time to save him from the ice cream van was successful. Sally just shakes her head.

In short, making changes to the timeline for selfish reasons should have negative repercussions unless this is something agreed on with the GM ahead of time. The GM should otherwise feel free to come up with grand ironies.

JUNCTION POINTS AND FIXED POINTS

A junction point is a particular point in time. Altering things at this junction point has massive potential for rewriting history in a particular direction. These junction points are difficult to locate as they don't have signs sticking up above them but once you find one you can cause massive changes in the timeline without the risk of temporal inertia (*Primeval Core Rulebook*, p155) overwriting your changes. At the GM's option a PC with the Anomaly Sense Trait might be able to detect when she is at a junction point for a large-scale change.

As stated in the *Primeval Core Rulebook*, attacking junction points results in 10-20 points of temporal damage, but this damage is directed towards a particular change and is also not terribly discerning. You are, after all, causing damage to the timeline rather than altering it with care. For example, when Helen Cutter tries to wipe out all humans she stands at a junction point where humanity is particularly vulnerable (the cradle of modern man). Any temporal damage caused at this junction point is directed towards damaging the future of humanity, actions here are unlikely to benefit mankind.

Examples of junction points critical to the survival of humankind include the birth of humanity in the rift valley (about 1.9 million years ago), and the start of life on Earth (approximately 4 billion years ago, give or take half a billion years).

Some points in time are also fixed points; this means that they have a terrific amount of temporal inertia and changing them is almost impossible. Each story point spent on actions to defend this fixed point counts as two points. Helen Cutter's failure to kill all of mankind off and the appearance of the raptor to conveniently kill her are both good examples of story points spent at a fixed point to edit the story.

Junction points need not be massive; in fact, every decision ever made is a junction point of sorts. In some cases a particular future might involve five or six critical junction points, each one either reliant on the others or a "backup" that occurs if an earlier junction point shifts. If you want to change time, you need to find the final a critical junction point.

For example, there are three major junction points that relate to Matt Anderson's toxic future. The first junction point is the initial meeting between Helen Cutter and Philip Burton; however this junction point is also a fixed point, if Burton doesn't meet Cutter she will most likely find someone else to trick into destroying the world. The second junction point is Burton's meeting with Connor Temple. Stopping this meeting will delay Burton's plan but it wouldn't stop the ultimate result. The last junction point is the day when Burton turns on the New Dawn device. This is a critical junction point, one of the few places to make a proper change to avert the Toxic Earth catastrophe.

Critical junction points are a means of preventing the PCs from running haphazardly through time shooting Hitler, giving John Lennon a bullet-proof vest, and inviting Abraham Lincoln to a lads' night in. The critical junction points are difficult to identify and should serve to make the story interesting rather than prevent the characters from effecting changes. The critical junction point should act in some ways like the bad guy in a monster movie: just when you thought you had killed it the creature (or timeline in this case) gets up again.

CHANGING THE TIMELINE

If you live in a future that's a toxic hell, like the one Matt Anderson came from, then going back to the past to change the way that time plays out is very tempting. Changing time is not something to be taken lightly, you don't have an idea of the long term repercussions that a single action could have. What good would preventing World War II be if the war just occurred twenty years later but this time with atomic weapons? Whole campaigns can be based on changing the past, present, and future. Helen Cutter's plot to wipe out mankind and Matt Anderson's actions to prevent his own dark future are both good examples of deliberate meddling with the timeline.

When changing the world one should consider carefully when to act, so as to minimise the changes to the exact point where you have the greatest chance of success. Matt Anderson could have shot Philip Burton dead the moment he realised that the businessman had something to do with the Convergence event, but the timeline may have just shifted so that it was April Leonard or one of Burton's employees that "pulled the switch" rather than Burton himself. This relates to the junction point concept mentioned above.

To change the timeline you deliberately accrue Temporal Change points and make a roll on the Deliberate Time Shift table below. The following are options for adding Temporal Change points:

The chain of events leading up to and following the change:

- When you want to make deliberate changes to the timeline you should first research as much as possible the time periods involved and gather as much information as possible on the variables involved. This is harder when poor records are involved. Good research adds 1 to 5 Temporal Change points as determined by the GM. Critical junction points are something that should be determined by the GM, possibly during play, and may need to be kept fluid for the sake of gameplay.

The people (or creatures) involved in the change:

- You should note the key creatures or people that might be involved in the change. The GM determines who is a key person in advance and getting to know these people personally is a huge advantage. Getting one of these people to help you (either deliberately or not) grants an additional bonus. Researching the people involved adds 2 Temporal Change points, getting to known them personally adds 4 points, and getting them to help you grants 6 points. These points are not cumulative. Each key person beyond the first that the PCs rope in adds an additional Temporal Change point.

Any Fixed Points or Junction Points involved in the timeline:

- Correctly identifying a fixed or junction point involved in the timeline you are trying to change adds 2 Temporal Change points.

Any time-shifted or temporally threatened characters involved in the timeline:

- Time-shifted and temporally threatened characters add to the instability of a timeline and can change things in ways they shouldn't be able to. Getting a time-shifted character or group to help you in your endeavour (beyond yourself) adds 2 Temporal Change points. Groups or people from different times grant a bonus separately.

The right point in time:

- Finding an Anomaly to the exact point in time where you need to make changes can be tough. Arriving too late or too early makes it harder for you to effect your changes. Helen Cutter had the Anomaly Map and the Anomaly Control Device which enabled her

to travel to exactly where she needed to be. Getting to the right point in time is worth 2 Temporal Change points. If you arrive late or early events become harder to change but it doesn't prevent you from making a difference.

The last thing you need to do to change the timeline is to act; you must do something to trigger the change, presumably at the point that your PC has determined it to be a critical junction point. Actions during this trigger may add additional Temporal Change points at the GM's option. See below for an example of how Matt Anderson changed his timeline.

DELIBERATE TEMPORAL SHIFT EXAMPLE

Matt Anderson comes from a very dark future that he wants to prevent from happening. In order to make this change Matt and his allies research what they can of the events leading to the dark future. Records are not great since the Earth is a wasteland and the fine details of events were not published. Still, Matt has a lot of resources on his side and the GM grants him 3 Temporal Change points for his extensive research with poor materials. Matt doesn't have a choice about when he arrives and appears a little earlier than required so he doesn't get any Temporal Change points for this.

Matt and his allies travel back into the past and, having determined that ARC personnel are involved in the disaster that creates their dark future, set Matt up as a candidate to join. Matt's allies are all from another time adding a 2 to his Temporal Change point total. Matt gets to know each person involved in the ARC very well, earning their trust and managing to get Abby to work directly with him towards his goal. Since Abby and Connor are both key people in the temporal change, the GM awards 6 more Temporal Change points to Matt. Later, Matt finally convinces Connor Temple of the threat posed by Burton granting him a further point.

During his time in the ARC Matt meets and falls in love with Emily Merchant. Emily works with Matt to avert the dark future. Emily is time-lost and from a different time than Matt's existing allies and so grants an additional 2 Temporal Change points.

DELIBERATE TIME SHIFT TABLE

Roll + Temporal Change Points	Result
2-9	Total failure: nothing happens and any Temporal Change points vanish.
10-15	Failure: the Temporal Change points stay around and any upstream characters may become Temporally Threatened as time destabilises slightly.
16-20	Temporary success: future events are forestalled but will still occur. Temporal Change points stay and can be used again at some other critical point.
21+	Success! The future has been changed as expected.

Finally, Matt confronts Philip Burton at the New Dawn facility. The team work to stop the events and manage to destroy the New Dawn device. Disaster strikes as the GM rolls a 3 on the Deliberate Time Shift roll for a total of 17. Nothing happens and the Earth is still doomed though Matt has bought some time.

Matt's player asks the GM if he can make some kind of grand gesture and spend Story Points to trigger the change again right away. The GM agrees deciding that clearly the PCs hadn't hit the critical junction point, and allows the PCs time to come up with a plan to avert disaster. The GM tells Matt's player that there is a chance he won't survive this new plan and asks if he is still willing to go on with the plan. Matt's player agrees and drives a truck into the massive Anomaly to trigger the change.

The GM totals the accumulated Temporal Change points which add up to 14 and adds a +3 bonus to the roll for Matt's heroic actions. The GM rolls a 5 for a total of 22. Matt has successfully changed his dark future, but at what cost to himself?

THE WILD, WILD SEA

INTRODUCTION

This is the opening adventure to the campaign and it really serves two purposes. The first is to tell an exciting story in its own right and the second is to set the plot threads for the campaign itself in motion. The adventure focuses on an offshore listening post and is designed primarily for use by ARC or DHI (see page 66 of the *Primeval Core Rulebook*) characters. Additionally, there are two other possible frameworks sketched out here: the Neptune Foundation and the military. The Neptune Foundation are a civilian wildlife organisation in absolutely the wrong place at the wrong time, and the military have very different reasons for setting an offshore organisation up and a very different response to the Anomaly opening. There are also notes on how to tie these two groups back into the show's central continuity.

DRAMA VS. SKILL ROLLS

This is mentioned in the *Primeval Core Rulebook* but it bears repeating here. There are numerous places in this module where a Skill roll is suggested to resolve a situation. Use as many or as few of them as you like. Focus on whatever makes the session fun for you and your group and if that's lots of Skill checks, use them. If not, use the Skill checks when it's dramatically appropriate. And smile evilly at your players as you do…

SUMMARY

1. The characters are sent out to the opening ceremony of ORCA (see below), a listening post based on an abandoned fort set into the North Sea designed to detect aquatic Anomalies.

2. The characters have to deal with the various dignitaries and staff there to open the station and also learn their way around it. As this process concludes, ORCA detects an Anomaly. Before the characters can do anything about it, a rogue wave, a freak tidal occurrence over 10 metres high smashes into the station.

3. The players frantically rescue the other people on the station, fight fires, evacuate flooded compartments and stop it from flooding. Once this is done, they detect a distress signal from a nearby research vessel, the *Rafale*.

4. The characters go out to the stricken vessel to render aid, and find it taking water and badly damaged. They explore the ship and find claw marks, blood and evidence of a recent battle.

5. The characters discover the crew barricaded into their wardroom. They're frantic to escape, and the sonar operator is deaf and bleeding from the ears.

6. The crew explain that the ship was swamped by the rogue wave and immediately set upon by a *Livyatan melvillei* or 'Livvy', a colossal, whale like creature. Its call was so loud that it caused the sonar operator's injuries. To make matters worse, the immense whale is infested with 60cm whale lice that swarmed the ship and seem enraged by something on it, attacking anything in their path every half hour. They last attacked 25 minutes ago. The characters must work out what on the ship is enraging the creatures, evacuate the crew and fight off the lice.

   They discover that the ship's microwave antenna, that sends a burst of information every thirty minutes, is enraging both the lice and the whale, and must decide whether to destroy it, take it with them, or simply flee. As the whale comes back, the characters must evacuate the ship whilst fighting off the lice.

7. Arriving back at ORCA, the characters and the ship's crew work together to locate the Anomaly. They discover it, partially submerged, thirty miles east. The Anomaly and the different weather systems on the other side of it are the cause of the catastrophic weather and it will only get worse unless the Anomaly is closed. Somehow, they must use the microwave antenna from the research ship to steer the Livvy back through the Anomaly, closing it behind them.

What you'll find below are four possible frameworks for the scenario, including the ARC, DHI and multiple NPCs, and possible encounters for each one. The vast majority of the events here can be safely used for any of these frameworks and any which are framework-specific are marked as such.

1. ORCA

ORCA stands for Offshore Research Centre-Anomalies, an acronym which, if you're running an ARC team, Connor is disgustingly proud of. It's based on an old Maunsell fort, a group of small lookout forts sunk into the Thames Estuary during World War II. They're still standing and one of the largest was quietly moved, refitted and sunk into position in the Atlantic to set up ORCA.

The ORCA station has the same basic layout regardless of what background you're using. Two 12m wide, five storey concrete cylinders are linked at the top two levels by a pair of walkways and at the lowest level, which is underwater, by a sealed walkway. The topmost one contains a communications shack and a helicopter pad whilst the one below it is fenced off and used to move between the two cylinders. The layout breaks down like this:

ORCA 1 (RIGHT CYLINDER)

Level 1: Conference room

A large conference room with flat-screen monitors at one end and a long table in the centre. This is one of the only rooms on ORCA 1 to have a window. On

the DHI version of ORCA 1, this is a state bedroom for the guest.

Level 2: Rec room

A gym with free weights, a treadmill and a punch bag take up one half of the level, with the other half used as a games room. It has a pool table at one end, a small bar in the middle and a large TV, with several games consoles beneath it, at the other end. This room also has a window. On the DHI version of the station, this is the second level of the guest's suite and is far better furnished and equipped, with a huge plasma flat-screen TV on one wall.

Level 3: Mess Hall

This is a more informal version of the conference room, with a long dining table sitting next to a small but very well stocked galley. On the DHI version, this is the guest's private dining room with a chef on permanent standby.

Level 4: Living Quarters

This level contains six small rooms. The first five are living quarters, each with an individual bed, generic furniture and an en suite bathroom. The sixth is a storage closet containing cleaning materials and a first aid kit.

Level 5: Utility Room

The lowest level of ORCA 1 is actually a corridor linking the two pillars. This is where the station's power plant is housed.

ORCA 2 (LEFT CYLINDER)

Level 1: ORCA Lab

The lab takes up the entire level and is filled with state-of-the-art acoustic equipment, imagers and a live satellite uplink allowing it to zero in on any location within five hundred miles. This room also has a window overlooking the ocean.

Level 2: Sickbay

Four critical care beds are laid out at one end of the level, with the remainder taken up with a triage station, a hyperbaric chamber and a small operating theatre. The provisions in sickbay are fully stocked, allowing everything from broken limbs to full on heart attacks and amputations to be dealt with by the staff.

Level 3: Secondary Lab

The secondary lab is exactly that, a point-for-point copy of the primary lab. It's in place to allow multiple Anomalies to be tracked if needed, to provide research facilities if the primary lab is shut down and as a stage in the chain of information backup. Everything from the main lab is sent here and then on to level 4.

Level 4: Server Room

The server room is noticeably colder than every other room on the station and has a filtration system running constantly to ensure the servers stay cool and unobstructed. There are corridors running between four primary blocks of servers and a maintenance station at the rear of the pillar.

Level 5: Generator Room

This is the other end of the generator corridor and the maintenance equipment for the level is stored at this end.

ORCA's sensors are designed to search for the atmospheric and meteorological changes that show an Anomaly has opened. The station is designed to be run by a crew of five and can run automatically to a limited degree.

ADVENTURE FRAMEWORKS

ARC

Connor's pet project has finally been completed. ORCA is the first in a planned series of sensor stations that will provide an incredibly detailed net of detection over the United Kingdom. The systems aboard ORCA are designed to not only identify the location of the Anomaly but also its exact coordinates, allowing for a specific geographic fix. If successful, this network of stations will allow an Anomaly to be identified, located and teams dispatched to seal it off in half the usual amount of time.

The station will be manned by a rotating team of five scientists with a security detachment of a further five people and, in keeping with both their seniority within the organisation and Connor's frantic badgering, the ARC team from the TV show are present for the opening ceremony. Significantly less happy to be there but attending nonetheless is James Lester.

Equipment aboard the ARC ORCA

- One Sea King helicopter.

Armour 6 Hit Capacity 16

Speed 12 Size Huge

Enclosed

- Two, two-person jet skis.

Armour 3 Hit Capacity 6

Speed 8 Size Average

Open

- One, six-person inflatable with motor.

Armour 0 Hit Capacity 6

Speed 6 Size Large

Open

- Two remotely piloted vehicles (RPVs), Eric and Ernie, that can be steered from ORCA up to a range of five miles and from the inflatable outside that point.

Armour 0 Hit Capacity 6

Speed 8 Size Small

Enclosed, Amphibious

- 10 cold weather suits (1 point of armour).
- 10 deep sea diving suits, all with five hours of onboard oxygen.
- Five SA-80 assault rifles, configured for usage at sea (3/6/0 damage).
- Five Browning 9mm pistols, configured for usage at sea (2/5/7 damage).
- Two flare pistols (4/8/12 damage).
- 500 rounds of ammunition for the rifles and pistols.
- 150m of steel cable.
- Three Anomaly Detectors (portable model).
- Three Anomaly locks.

DHI

DHI have been quietly acquiring unusual properties like the Maunsell Forts for the last couple of years as hunting lodges. The idea is simple; in addition to Anomaly detection and research, the ORCA also serves as accommodation for DHI's exclusive clients, giving them the opportunity to enjoy life on the ocean wave without actually being trapped on a small ship. Hunting trips stage out of small, fast pursuit boats and a helicopter stationed at the ORCA. They promise everything from Plesiosaur hunts to Megalodon safaris, with the company planning on introducing mini-subs so their clients can get really up close and personal. ORCA is the newest addition to the DHI list of properties and the characters are sent there to test it out, make sure the detection equipment is working and get it ready for its first potential clients.

Equipment aboard the DHI ORCA

- One Sikorsky S-92 helicopter.

Armour 4 Hit Capacity 18

Speed 12 Size Huge

Enclosed

- Two, two-person jet skis.
- One, six-person inflatable with motor.
- 10 deep sea weather suits.
- 10 deep sea diving suits all with five hours of onboard oxygen.
- Five SA-80 assault rifles, configured for usage at sea (3/6/0 damage).
- Five Browning 9mm pistols, configured for usage at sea (2/5/7 damage).
- Two flare pistols (4/8/12 damage).
- 25 flares.
- 500 rounds of ammunition for the rifles and pistols.
- 150m of steel cable.

THE NEPTUNE FOUNDATION

One possible alternate approach to the adventure is to have ORCA set up as a scientific station by a group with no knowledge of the Anomalies. The Neptune Foundation are provided as an example of this sort of group.

The Neptune Foundation are a charitable organisation, ideologically halfway between the World Wildlife Fund and Greenpeace. They've recently bought and refitted one of the old Maunsell forts to use as a refuelling station for their research vessels, and to monitor deep sea fish levels and migration. The *Rafale* could be a Neptune Foundation ship in this instance, which raises the stakes quite nicely.

Equipment aboard the Neptune Foundation ORCA

- Two, two-person jet skis.
- One, six-person inflatable with motor.
- One remotely piloted vehicle, Tommy, that can be steered from ORCA up to a range of five miles and from the inflatable outside that point.
- 10 deep sea weather suits.
- 10 deep sea diving suits all with five hours of onboard oxygen.
- Three flare pistols (4/8/12 damage).
- 25 flares.
- 150m of steel cable.

THE MILITARY

The Maunsell forts were set up for good strategic reasons, and in these days of cost cutting and austerity it makes a lot of sense for the military to make use of what they already have instead of building something new. A military version of ORCA (Perhaps renamed Offshore Reconnaissance Centre Alpha) would be used to monitor the depths for nuclear submarines, and coordinate rescue efforts from and assist in anti-piracy and smuggling operations.

Equipment aboard the Military ORCA

- One Sea Lynx helicopter.

Armour 3	Hit Capacity 16
Speed 14	Size Huge

Enclosed

- One encrypted satellite phone.
- Two, two-person jet skis.
- Two, six-person inflatables with motor.
- 10 deep sea weather suits.
- 10 deep sea diving suits all with five hours of onboard oxygen.
- 10 SA-80 assault rifles configured for usage at sea (3/6/0 damage).
- 10 Browning 9mm pistols configured for usage at sea (2/5/7 damage).
- 1000 rounds of ammunition.
- Five flare pistols (4/8/12 damage).
- 25 flares.

2. OPENING CEREMONIES

The opening ceremony for ORCA is remarkably similar for the ARC, military and Neptune Foundation. All three have luminaries aboard to 'cut the ribbon' and get the facility formally open, and as a result all have some opportunities for fun social conflicts and extra roleplaying. Listed below are a couple of NPCs and possible encounters for each opening.

ARC

The ARC team from the TV show: There's actually a lot of very good reasons for having some or all of the ARC team from the show on site. Firstly, it's a nice way of grounding your characters within the organisation, secondly ORCA is very much Connor's baby, and thirdly it frees your characters up to do the interesting stuff, with Cutter/Danny and everyone else available to the GM to nudge the plot along. Plus, let's face it, having James Lester on a concrete fort in the middle of the Atlantic is comedy gold waiting to happen.

Doctor Francesca Lonsdottir: An Icelandic acoustics specialist, Francesca was instrumental in the development of ORCA (and can be used as the head of the first team stationed there if you're not using the characters for that). Tall, precise and studious, she has a wicked, deadpan

sense of humour and is quietly massively excited about graduating to ARC field work.

Awareness 3 Coordination 3 Ingenuity 5

Presence 4 Resolve 4 Strength 3

Skills: Knowledge (ORCA) 4, Athletics (Scuba, Swimming) 3, Survival (Ocean) 3, Science (Biology) 4, Technology (Computers) 5.

Traits: Never Gives Up, Technically Adept.

Sean Krisenko: Possibly the only Russian surfer the characters will ever meet, Sean is the Dive Chief for ORCA, meaning he's responsible for monitoring all the crew-driven diving equipment and the safety of those using it. Sean is everything Francesca isn't; completely open and friendly where she's a little stand offish and formal. He's also a sceptic, not prepared to believe that the Anomalies are real and could fall apart when the Livvy is discovered.

Awareness 4 Coordination 5 Ingenuity 3

Presence 3 Resolve 4 Strength 5

Skills: Athletics (Swimming, Scuba, Sailing) 5, Fighting (Knife) 4, Medicine (Wounds) 2, Survival (Ocean) 5, Transport (Helicopters) 4.

Traits: Charming, Sense of Direction.

Story Points: 6

Admiral Toby Montgomery: An old school friend of Lester and the man responsible for gifting ORCA to the ARC. Montgomery is a far more straight-ahead, avuncular figure than Lester, accommodating of the characters but still very grounded and sensible.

Awareness 3 Coordination 4 Ingenuity 3

Presence 5 Resolve 5 Strength 4

Skills: Athletics (Swimming) 4, Knowledge (Law, Naval History) 5, Marksman (Pistol) 4, Survival (Ocean) 5, Transport (Jet Skis, Helicopters) 4.

Traits: Brave, Friends

Story Points: **6**

POSSIBLE ENCOUNTERS

Field Trip: The characters share a helicopter out to ORCA with the team from the TV show. Connor is in full on excited puppy mode and will tell them anything they want (or don't want) to know about ORCA whilst Abby gently chides him. Becker and Jenny both quiz the characters for different reasons; Becker because he wants to confirm that what he's already read about them in their files is true, and Jenny because she's getting airsick and wants to distract herself. If you're using Cutter or Stephen, they'll happily geek out about the last few times they dealt with aquatic Anomalies and if you're using Danny… he sleeps the whole way out.

Early Birds: Despite being told that they would be the first ones out there, the characters are surprised, and worried, to find lights on in ORCA. They make their way cautiously down to the lower levels, stepping across wires and disassembled equipment and becoming increasingly convinced that something is up. Finally, they arrive at level five and find Francesca up to her waist in electronics. She's doing a last minute upgrade and when asked how she got out here, Krisenko appears at the end of the corridor and tells them they kayaked out here.

Fortune and Glory, Kid: In conversation, Krisenko makes it clear that he just doesn't believe that the Anomalies are real. He tells them about the things he's seen, the games the ocean plays and how, as far as he's concerned, this job is just a chance to spend some time out in the deep water and be paid for the privilege.

THE NEPTUNE FOUNDATION

Professor Bernard Allen: One of the most respected marine biologists in the world and the head of the Neptune Foundation, Allen spent his life passionately arguing for stronger monitoring of the seas and more research into the deeps. Allen has always been fascinated by the idea of leviathans, of the massive creatures of the past and part of his reasoning for buying ORCA was the faint hope they would find proof of these creatures. Allen is about to get much, much more than he bargained for.

Awareness 5 Coordination 3 Ingenuity 4

Presence 5 Resolve 4 Strength 4

Skills: Athletics (Swimming) 3, Knowledge (Marine Biology of the North Sea, Krakens and Myths of the Deep) 5, Science (Physics, Mathematics) 5, Technology (Electronics) 2.

Traits: Authority, Wealthy (Minor).

Story Points: 6

Olivia Richardson: Olivia is a journalist who has been asked to write a profile on Bernard Allen. Expecting the usual driven, self-righteous scientist she was pleasantly surprised to find Allen was a vital, enthusiastic and extremely compelling figure. The two have become close, possibly too close, and Olivia's deadline is coming up. She's trying to not think about this and instead is burying herself in the work.

Awareness 3 Coordination 4 Ingenuity 4

Presence 4 Resolve 5 Strength 3

Skills: Convince (Fast Talk, Charm) 5, Knowledge (Law) 4.

Traits: Impulsive, Empathic.

Story Points: 6

POSSIBLE ENCOUNTERS

The Bloop: Professor Allen tells the characters the story of the Bloop, a hugely powerful acoustic signal that was detected across most of the Pacific Rim. Its origins were never found and he ties this to our fascination with the Kraken, and the idea of something vast moving in the deep water. He's clearly passionate about this but reluctantly steers the talk onto the more mundane work ORCA is designed for. If pushed, he'll elaborate on his love for stories like the Bloop at length.

Standing Up: The characters overhear a blazing argument between Olivia and her editor about whether or not the piece on Allen is going to be a hatchet job. The editor clearly wants him discredited, Olivia clearly doesn't. The characters must choose whether or not to let her know they heard the conversation, and what to do about it.

MILITARY

Captain Patricia Garske: One of the first female Royal Marine Commandos, Trish Garske has absolutely nothing left to prove. She's also walking wounded, a knee injury on her last tour effectively ending her front line career. She's still trying to work out how to feel about that and accepted the position as CO of ORCA to work out what she wants to do next.

Awareness 4 Coordination 5 Ingenuity 4

Presence 5 Resolve 5 Strength 4

Skills: Athletics (Running, Scuba, Swimming, Surfing) 4, Fighting (Knife) 5, Marksman (Pistol, Rifle) 5, Medicine (Wounds) 2, Survival (Desert, Ocean) 4.

Traits: Tough (Major), Voice of Authority (Major).

Story Points: 6

Lt. Oliver Duffy: Oliver Duffy has a plan. The chief sensor officer for ORCA, Duffy has been in the Navy for ten years and earned a reputation as a smart, driven, frequently brilliant technician. Oliver is also quietly obsessed. A few years ago, one of his oldest friends disappeared on a yachting expedition. He was sending live video at the time and the last moments he transmitted showed what appeared to be a huge fractal snowflake hovering in mid-air in front of the yacht. Oliver wants to find his friend and, more than that, prove that something dangerous is out there. However, he knows enough about how these things are normally treated to know he needs to approach this a little differently. So Oliver has grieved and studied, and he's finally in the right place. Because ORCA is less than fifty miles away from where his friend disappeared, he's finally in a position to use science to prove the impossible.

Awareness 4 Coordination 4 Ingenuity 5

Presence 2 Resolve 4 Strength 3

Skills: Athletics (Swimming) 4, Fighting (Knife) 4, Marksman (Pistol) 4, Technology (Computers, Electronics, Repair, Robotics) 5.

Traits: Dark Secret (Minor), Technically Adept.

Story Points: 6

Admiral Toby Montgomery: Montgomery is a wildly eccentric, old fashioned Navy man who has no problem solving problems himself. A former engineer, ORCA was championed by him, and Montgomery is excited to see it in action after the ceremony. He's also a highly gifted jet ski pilot and something of an adrenaline junkie for an older man. However, Montgomery's under more pressure here than he is in the ARC framework. He's championed the ORCA programme and if successful, ORCA stations will be quietly positioned in hotter waters like off the coast of Somalia and Iran and his career will be secure. If it fails, he's facing early retirement. A soldier without a war, Toby Montgomery is about to get what he wants…

Awareness 3 Coordination 4 Ingenuity 3

Presence 5 Resolve 5 Strength 4

Skills: Athletics (Swimming) 4, Knowledge (Law, Naval History) 3, Marksman (Pistol) 3, Survival (Ocean) 4, Transport (Jet Skis, Helicopters) 6.

Traits: Brave, Friends.

Story Points: 6

POSSIBLE ENCOUNTERS

Welcome Aboard: The players must greet Garske off the helicopter when she arrives, and show her around. Instead, they find themselves pressed into service as their new CO arrives knowing more about ORCA than they do, and sets to getting them to help getting it ready.

Racing the Old Man: After the opening ceremony, Admiral Montgomery asks the characters for their assistance. The jet skis ORCA is equipped with are a new model and he doesn't feel they've been tested adequately. So he and the characters 'test' the jet skis, placing them in a very difficult position. After all, how exactly do you fairly race an admiral? What happens if you win? And if you wanted to be very horrible, they could be mid race when the Anomaly opens…

DHI

With DHI, it's less the station being opened as it is what sort of client you want to inflict on your players. Here are three suggestions:

The Right Honourable Lord Matthew Thompson: A senior British politician, well known in the media for his charmingly dishevelled persona, Lord Thompson is a controlling share owner in several businesses Pemberton wants in on. Therefore, he's being used as a 'test guest' for ORCA, in the hopes it will grease the wheels. Thompson is fascinated by DHI, endlessly inquisitive and completely incapable of sensing danger. Not the sort of man you want to go hunting with…

Awareness 3 Coordination 3 Ingenuity 2

Presence 4 Resolve 3 Strength 3

Story Points: 6

Skills: Convince (Fast Talk, Talk Down) 4, Transport (Motor Boats) 2.

Traits: Charming, Clumsy.

Story Points: 9

Christine Munoz: An A-list film star, Munoz is a human rights advocate who also tremendously enjoys violence. She's a precise, almost aesthetic figure who is obsessed with the almost meditative state that comes from hunting and who has already gone on one trip with DHI. She's a gifted markswoman, a trusted client and whilst her beliefs are a little odd, her cheques always clear.

Awareness 3 Coordination 4 Ingenuity 3

Presence 5 Resolve 4 Strength 3

Skills: Athletics (Running, Yoga) 3, Fighting (Unarmed)3 , Knowledge (Mysticism) 5, Transport (Cars, Boats) 4.

Traits: Lucky (Minor), Code of Conduct (Minor).

Story Points: 6

Wayne 'The Wonder' Matthews: A former professional wrestler, Wayne Matthews has made a career out of his machismo. Showy, flamboyant and hugely arrogant he's an immensely gifted bow and rifle hunter and recently contacted DHI, having been given their number by a previous client. Wayne thinks he's ready for a new type of hunt, although when he sees the Livvy, that opinion may well change…

Awareness 3 Coordination 5 Ingenuity 3

Presence 4 Resolve 4 Strength 5

Skills: Animal Handling (Dogs) 4, Athletics (Running) 3, Fighting (Unarmed Combat, Throws) 3, Medicine (Wounds) 2, Marksman (Bow) 2, Survival (Forest) 3, Transport (Helicopter) 2.

Traits: Lucky (Major), Maverick.

Story Points: 6

POSSIBLE ENCOUNTERS

A Life On The Ocean Wave: Lord Thompson arrives on his private yacht and insists on having the players aboard to toast the opening of the lodge.

In Dying We Are Trying: Christine Munoz leads the characters in a silent prayer of thanks to the creatures they've killed and the ones still to come.

Wonder Boy: Wayne Matthews arrives via helicopter, abseiling to the lodge, signing autographs and posing. He's brought wild boar, freshly killed by him for dinner on the first night. He's also, because he thinks ahead, brought DVDs of his wrestling matches in case the characters have no idea who he is. Guess what everyone's watching over dinner?

Regardless, eventually the opening ceremonies will come to an end and just as they do, every alarm on the station goes off. An Anomaly has opened and the characters race to track it down, as well as secure any dignitaries still on station. It's an Ingenuity + Technology roll (Difficulty 10) to get the Anomaly detector to zero and it's doing just that when you should have the characters make an Awareness + Survival roll (Difficulty 6).

It's getting darker. Anyone looking out of the windows will see why. A colossal wave has crested to the east of the station, taller than it is, and heading straight for them.

3. ROGUE WAVE

First, some science: rogue waves are an actual and terrifying phenomenon. For years they were discarded as sailor's myths, but recent studies and satellite imaging have shown them to be far more common than previously thought. This is a problem as an 8m (and then some) wave is a lot of water moving at tremendous speed. Rogue waves have been known to break windows on the tenth storey of oil rigs and the only thing you can do if you encounter one is try and mitigate the damage or get out of the way. ORCA, being a stationary facility, can do neither.

This is where things go more than a little bit disaster movie. The wave will hit the station when it's dramatically appropriate to do so and from there it's over to you. Below is a list of possible encounters in the wake of the wave. Use as many as you like.

THESE THINGS DEFINITELY HAPPEN:

The wave will break every window at ORCA and send water flooding down to the utility corridor which will be almost completely submerged.

- Anything, or anyone, on the deck will be swept away instantly. Characters can spend Story Points to survive if needed.
- The entire station cants a full 10 degrees to the right as the wave rocks its base back. It eventually resettles.

HEY, WHAT ABOUT THE HELICOPTER?

Good question. ORCA's layout is such that, even if it was secured, there's a pretty good chance the helicopter was swept out to sea when the rogue wave broke. That certainly does a neat job of raising the dramatic stakes for your characters and ensures that the drama is far more face to face. After all, frantic running battles with whale lice tend to be a little more sedate when you're taking pot-shots at them from 50 metres up.

However, you could always have the helicopter survive the wave. It would be totalled by the water, to the point where repairing it should almost be treated like building a gadget with Ingenuity + Technology + Progress being rolled against Difficulty 16 with a Progress of 4. If this is successfully achieved, your characters can use the helicopter, which makes running the RPVs in Act Three all the more effective.

WHAT ABOUT THE STORM?

The storm can be played a number of different ways. If you wanted to, you could have it getting progressively worse as the Anomaly stays open, making the characters' attempts to deal with the Livvy increasingly difficult. Alternatively, you could simply have it as scenery. Finally, if you wanted it to have some effect, give the characters -1 or -2 on any rolls involve steering.

THESE THINGS COULD HAPPEN:

- The main lab's floor is electrified by a loose cable. The PCs must make their way around the surface, and disconnect the cable to make it safe to proceed downstairs (Coordination + Athletics roll (Difficulty 14)).

- A huge amount of fish has been swept into ORCA by the rogue wave. These are fish of all shapes and sizes and moving across them is all but impossible (Coordination + Athletics roll (Difficulty 17)). The characters must throw as many as possible back out of ORCA's shattered windows to clear a path (Coordination + Athletics (Difficulty 13) to keep hold of the fish). This is, to say the least, a little goofy but there's nothing wrong with mixing a little comedy in with your adrenaline. Plus, the sight of Lester trying not to get halibut on his suit and delicately throwing one fish at a time out of the window has got to be worth the price of admission if you're using the ARC framework.

- The Server Room was automatically sealed when the alarm sounded but the sheer volume of water is going to overwhelm the doors soon, destroying any information ORCA has on where the Anomaly is. The characters must find the hatch to Level 5, which is under water, open it and not get sucked through by the sudden rush of water draining from the level above them. This requires a Strength + Athletics roll (Difficulty 16) for the first, and a Strength + Athletics roll (Difficulty 15) for the second.

- The entire utility corridor is flooded and the generators, whilst water tight, have shut down until the room is drained. The characters must swim to one side, Resolve + Athletics (Difficulty 14), manually open the inner door of the dive lock using Strength + Athletics (Difficulty 13) and then close it again at the same difficulty and hit the 'purge' button. The negative pressure in the utility corridor will force the water out, draining it. Of course, if you wanted to be really unpleasant you could have them do this more than once.

However you want to deal with the damage from the rogue wave is up to you, but as the first act closes, two things are clear: firstly that there is an Anomaly somewhere very nearby, and secondly that ORCA is in serious trouble. Anyone looking outside will see that whilst the waves aren't as high, the sea is rough, the rain is pouring and black clouds have formed over them. Something has gone very, very wrong.

4. THE DISTRESS SIGNAL

Getting ORCA's systems back on their feet is one of those areas where rolls are entirely optional. If you want to have the characters working on the repairs roll Ingenuity + Technology (Difficulty 16) to get the systems booted up. Alternatively, have one of the NPCs assist, perhaps costing the characters a Story Point to get the job done.

OPTIONAL MECHANIC: EVERYTHING'S RUINED

ORCA has been trashed. As a result, you have the option of having the characters cobble together whatever they can. If you're feeling cruel, have a single group member roll on the following table every time they try and use a piece of equipment:

1-2	The Internal circuits have shorted out. Ingenuity + Technology (Difficulty 16) to fix.
3-4	Some water damage. Ingenuity + Technology (Difficulty 10) to fix.
5-6	Got bashed around in the wave. Some impact damage. Ingenuity + Technology (Difficulty 12) to fix

Once everything's back online, it becomes clear that the proximity and mapping sensors have taken severe damage. There is clearly an Anomaly in the vicinity, but they can't pin

it down to anything narrower than a ten mile radius. It'll be possible to repair it but it's a difficult, long term repair which will require several hours, and rolls of Ingenuity + Technology (Difficulty 16, 15, 14 and 13) to achieve.

Once the radio is back online, the characters instantly pick up an automated distress signal. The station's computers identify the signal as coming from the *Rafale*, a repurposed lightship now in use as a research vessel. Depending on how tidy you want to be, it could be an ARC ship or a Neptune Foundation one. It's engaged in deep sea mapping and surveying and is sending its findings back to the coast as it works, via a high gain microwave antenna.

The *Rafale* is just over thirty miles away and the characters have access to the jet skis and inflatables aboard. It's up to them to go and render aid.

What about the Storm?

The storm can be played a number of different ways. If you wanted to, you could have it getting progressively worse as the Anomaly stays open, making the characters' attempts to deal with the Livvy increasingly difficult. Alternatively, you could simply have it as scenery. Finally, if you wanted it to have some effect, give the characters -1 or -2 on any rolls involve steering.

5. THE *RAFALE*

The *Rafale* is a reconditioned lightship, a ship that used to stand in for a lighthouse. It has a huge, bulky tower in the middle of its hull, standing over 15 metres tall and the hull itself is painted deep read. The superstructure is white and the ship is about 25 metres long from bow to stern.

Aboard ship, it's deadly silent. The players have free rein to make their way around the ship in whatever order they like, but here are the rooms, from bow to stern:

BRIDGE

Every window is broken and the charts and computers are soaked with sea water and rain. An Ingenuity + Technology roll (Difficulty 16) will get the computers back up to the point where the characters can access the logs and external cameras. This gives them the ship's exact location and footage of it making its way through rough seas. Out of nowhere, the angle shifts crazily to the left and something immense, more than twice the length of the ship, surfaces almost directly underneath them. The bow wave dumps over the ship's prow, the cameras are knocked off and everything goes blank.

The *Rafale*'s sonar unit is still working however and two things are very clear from even the briefest examination of it. Something extremely odd is holding stationary in the water five miles off the port side. It can only be the Anomaly. More worryingly, an incredibly large sonar contact obviously the creature from the camera footage is circling the *Rafale*. It will be back under the ship in ten minutes and anyone enterprising enough, or using Awareness + Knowledge (Difficulty 10), will realise the animal is only taking this long to get back because its turning circle is so huge. They clearly don't have much time.

From here there's a stairwell below decks which leads to:

Main Deck

- Crew berths in pairs, running down both sides of the ship. These are mostly intact aside

from the obvious damage from the impact. A couple show signs of very recent activity, like a portable games console that's still on, a mug of tea that's still warm even though it's spilt, that kind of thing.

- The galley. The ship's kitchen is a disaster area and there was obviously a struggle here. There are burn marks on several surfaces, meat is all over the floor by one of the freezers and the smell of cooked meat gone bad. Anyone who makes an Awareness + Knowledge roll (Difficulty 14) and notices tiny marks, similar to the ones in the hull, moving away from the meat should be given bonus XP.

- The wardroom. The wardroom is where things get interesting. It's barricaded off, tables and desks from elsewhere on the ship crammed together to create a makeshift fortification. As the players get closer, crew members scramble over it and frantically drag them forwards to the wardroom, constantly looking with fear at the stairwell to the lower level. Feel free to populate the crew yourself but here are three very quick examples:

Captain Beatrice Mallory: Chief Scientist aboard, Beatrice is an endlessly polite, friendly British scientist with a good head for a crisis. She's a third generation scientist, the women in the Mallory family having done everything from code breaking at Bletchley Park to cartography, wildlife preservation and now, marine biology.

Awareness 4 Coordination 4 Ingenuity 3

Presence 5 Resolve 4 Strength 3

Skills: Athletics (Swimming) 2, Knowledge (Marine Biology) 5, Survival (Ocean) 2, Technology (Electronics, Computers, Gadgetry, Repair) 4.

Traits: Voice of Authority, Never Gives Up.

Donovan West: An American seismologist, Donovan is the youngest member of the crew by a good ten years and is barely holding it together. He'll follow anyone who looks like they have a plan.

Awareness 3 Coordination 3 Ingenuity 4

Presence 2 Resolve 2 Strength 3

Skills: Athletics (Scuba, Swimming) 3, Knowledge (Marine Seismology) 3, Medicine (Wounds) 2, Survival (Ocean) 2.

Traits: Fast Healer, By The Book.

Patrick Garrison: Ship's navigator, Patrick is a twenty year veteran of the sea and has never once experienced anything like this. He's terrified and rapidly falling apart. His eardrums are bleeding and he has trouble hearing anyone. He's starting to panic.

There are three other crew members, all of whom are either severely injured or dead depending on how much you want to ramp the drama. Regardless, the characters can get the following information from Captain Mallory.

Awareness 3 Coordination 3 Ingenuity 3

Presence 3 Resolve 2 Strength 3

Skills: Knowledge (Navigation) 4, Science (Mathematics) 3, Survival (Ocean) 3, Technology (Computers) 2.

Traits: Sense of Direction, Tracker, Impaired Senses (Major, Hearing).

What catches the characters' attention is that the *Rafale* is listing to starboard and is clearly very badly damaged. Hull plates are buckled all along the port side, every window is broken, there's a small fire burning somewhere below decks with black smoke listlessly making its way towards the sky, and as the characters get closer it gets even worse:

- There are tiny holes, no more than a few millimetres wide, peppering the starboard side of the ship.

- There are streaks of what is clearly blood running from some of these holes.

- The water around the *Rafale* is alive. Hundreds of thousands of worm-like creatures roil and wrap around one another, endlessly squirming and feeding. Anyone touching them, unusually, will find the sensation oddly relaxing, although anyone who falls into the nematode filled water is going to have to make a Resolve + Survival roll (Difficulty 16) to not panic. The animals themselves aren't harmful, but thousands of them covering your skin is terrifying.

- The *Rafale* was hit at an angle by the rogue wave and barely survived. The crew were in the middle of damage control and evacuation when an incredibly loud sonar ping injured Patrick. Then something immense surfaced under the ship. The bow wave almost finished the job the rogue wave started.

- Whatever it is, it's clearly alive, and infected with swarms of what appear to be lice. If pressed, the Captain will indicate that these are at least half a metre long.

- The creatures swarmed aboard and attacked the crew.
- They appear to have holed up in the engine room, but attack every half an hour.
- They last attacked 20 minutes ago.
- Feel free to give your characters room to figure out why the lice are attacking so precisely, and throw some clues their way such as:
- There was a burst of static across their radios 25 minutes ago.
- There's a slowly building, barely audible whine that becomes more pronounced over the half hour.
- An Awareness + Technology roll (Difficulty 12) to figure out the *Rafale* is fitted with a Microwave antenna.

Alternatively, have Captain Mallory have already figured this out and explain it to them. The microwave antenna sends out a burst of information every half hour, backing up the ship's findings. It lasts five minutes and for some reason it drives the lice mad. She's tried to evacuate but her crew won't move for fear of the immense creature the lice came from, so they stayed and waited for rescue which has now come.

As ever, the characters have a couple of choices here. Mallory very much wants to leave and there's no harm in grabbing the crew and running like hell, with the lice pursuing them. However, several crewmembers are traumatised and refuse to move. This can either be roleplayed out or decided using contested rolls of Presence + Convince (Difficulty 13).

Regardless of whether the characters' get the crew out of the area fast or not, the minutes will tick down and they'll get a good look at the lice swarm. If they stay and fight, they'll see it up close.

WHALE LICE

Awareness 2	Coordination 3	Ingenuity 1
Presence 1	Resolve 1	Strength 2

SALVAGE

The characters are in a bad way and will be looking for any equipment they can get their hands on. Here's what's recoverable from the badly damaged *Rafale:*

- **Three flare pistols with two dozen flares.**
- **An RPV and the mobile control rig for it (Ingenuity + Technology (Difficulty 12) to configure it to run ORCA's RPVs)**
- **One six-person inflatable dinghy**
- **The microwave transmitter**

Speed: Fast Size: Small

Maximum Threat: 3 for a single Louse, 9 for a swarm

Threshold: 2 (Lone Louse-1-5: Hide, 6-Attack, Swarm-Always Attack, If Microwave Antenna active, always attack)

Traits

Claw: Strength +2 damage, Amphibious, Crawler, Lots of Lice (Swarm only).

Threat Powers

Piercing Attack: The Lice are used to cutting through the thick flesh of the Livvy to stay attached. Their powerful claws ignore up to 3 points of Armour and do Strength +2 damage (4/8/12)

Skills Athletics 3 (Climbing 6), Fighting 3, Survival 3

If you want to be deeply unpleasant, you could add a point of Threat to the Swarm for every turn the microwave antenna is on. Alternatively, whilst the adventure lends itself to the swarm driving the characters off the ship fairly well, there's nothing to stop the characters turning it back and winning the day. Here are a couple of possibilities:

Area Effect: The lice are extremophiles, animals evolved to survive in the most hostile conditions imaginable so they're hard to put down. However, because they're used to being underwater, they have special pressure sacs under their armour that inflate or deflate to help equalize them with the latent atmospheric pressure. Change the temperature suddenly, like with a fire

extinguisher or an improvised flame thrower and they'll take variable damage, as described in the *Primeval Core Rulebook*.

Sensory Overload: It's also possible to lure the lice into one spot. Ingenuity + Technology (Difficulty 12) will allow the players to rig the still functional microwaves in the galley to transmit at a slightly different frequency. The lice will flock there, and the players can either lock the doors or destroy them with a well timed grenade or area effect weapon.

Getting Out of Their Way: The characters could also simply get out of the way and let the lice destroy the antenna. This solves the short term problem and if the characters want to do it they should, but by this stage they should have some idea of the consequences. The microwave antenna is the only thing keeping the Livvy 'tethered' to this area and without it there's no way to keep track of where the creature will go, which in turn makes it much harder to get it back through the Anomaly. If the microwave antenna ends up being destroyed despite this, there are workarounds for it. Here are a couple:

Build Your Own: The microwave antenna's transmitter can be replicated in ORCA's labs. There are multiple ways to do this including a straight up Ingenuity + Technology (Difficulty 15) roll, or as a gadget requiring 2 Progress to be built.

ORCA has one too: This actually has a lot of dramatic potential, if you have the characters frantically trying to protect the antenna only for it to be destroyed. If ORCA has something similar, then the Livvy and the lice will be coming straight for that, which puts your characters under the gun and forces them to get very creative.

Alternatively, there's always the possibility your characters will race to the deck, climb the mast and try and remove the antenna before the lice reach it. This will require a Coordination + Athletics roll (Difficulty 14) with a further two Strength + Technology rolls at Difficulty 8 to remove the antenna.

It is of course waterproof and there is the small point that by this time the lice may well be making their way up the antenna. Players opting to jump into the ocean to escape will fall 5 metres into water, meaning the starting damage for each metre is 0.5 instead of 1. If you have them fall through the nematode swarm, you could even have them pop out of it feeling slightly better, hinting at what the nematodes will become.

Once the swarm is dealt with or escaped from, the characters can either go down to the engine deck or back topside. Anyone who's seen the sonar screen will know how close the Livvy is to them so may have no desire to stick around – but if not, or if they're insistent, let them check out the engine deck. There they find the *Rafale*'s engines still basically intact, even if the deck itself is knee deep in water (plenty of chances for surprise lice attacks). What's clear though is that if this ship needed to get underway, it could.

The characters will eventually make their way above decks. When they do, it's just in time for the Livvy to return. Something three times the length of the ship surfaces, almost underneath them – its colossal grey bulk rising out of the water and pushing the ship forward. *Livyatan melvillei* has arrived.

6. LEVIATHAN

Livyatan melvillei, Livvy to Connor of course, is the largest toothed whale in Earth history – its skull alone measuring 3m long. It was a contemporary of the Megalodon sharks, preying on smaller whales and sharks itself. It's awe inspiring, filling the sea and the horizon on the starboard side of the *Rafale*. Anyone looking over the side will see its eye, almost half a metre wide, staring right back at them. This animal is colossal, intelligent and very hostile.

LIVYATAN MELVILLEI

(Melville's Leviathan)

Awareness 3	Coordination 3	Ingenuity 2
Presence 5	Resolve 4	Strength 20

Maximum Threat: 15

Threshold: 8

Traits:

Bite: The Livvy's immense jaws do Strength +6 Damage.

Big But Fast: If in pursuit of prey, the Livvy can use this ability to become a Fast Creature for the rest of the round.

Armour 4: The sheer size of the Livvy means its skin is almost too thick to damage. All damage done is reduced by 4.

Bash: Using its colossal bulk, the Livvy can charge smaller creatures or ships for Strength +2 Damage

THREAT POWERS:

Call: The Livvy uses echo location to stun its prey, firing incredibly loud acoustic 'pings'. It was one of

these that deafened the sonar operator on the *Rafale*. Whether you want to use this or not is up to you, but if the characters are nearby when the call triggers and not wearing ear protection, they'll suffer 2 points of Damage to their Awareness.

Wake: The Livvy surfacing creates a huge wake around it. Anyone in the area must make a Strength + Athletics roll to stay upright and in the craft they're sailing in.

Whale Lice: The Livvy is home to a swarm of hundreds of half a metre long whale lice, looking like nothing more than large, angry lobsters. These respond to the microwave antenna the same way the Livvy does.

If the characters choose to attack the Livvy, let them. They won't be able to kill it and it will eventually damage the *Rafale* so badly they'll abandon ship. Similarly, if the characters have the microwave antenna, the Livvy will pursue them back to ORCA. Alternatively, simply getting back to ORCA will involve them trying to outrun the Livvy, which is no mean feat.

This chase is a little unusual because the Livvy and the characters are 0 areas away from one another. This means your characters are either going to have to jump overboard with the survivors of the *Rafale* and head for their boats or, if you're a cruel GM, have them run over the surface of the Livvy itself to get to the boats, which the massive animal has knocked aside when it surfaced. If you're going for this second option, it's an Athletics + Coordination roll (Difficulty 10) to stay upright.

The sheer size of the Livvy means it's almost impossible for the massive animal to react to things happening directly around it quickly. As a result, your characters have two turns to get to their boats and get moving. If they're still 0 areas away at this point, the Livvy submerges and they must make a Coordination + Transport roll (Difficulty 15) to not get sucked down into the vortex it leaves behind. If they don't, the chase continues until the characters are 6 areas from the Livvy.

Finally, the characters make it back to the ORCA. They now know roughly where the Anomaly is, what they're dealing with and what it wants. The only question now is: how do they get rid of it?

7. LOCATING THE ANOMALY

Arriving back at ORCA, the characters have slightly different responsibilities depending on who they're with:

ARC: Treat the injured, locate the Anomaly, work out how to get the Livvy home.

DHI: Treat the injured, locate the Anomaly, work out whether to hunt or trap the Livvy.

Neptune Foundation: Treat the injured, locate the Anomaly, get the Livvy home.

Military: Treat the injured, locate the Anomaly, warn surrounding shipping, render the area safe.

ARC

Once the injured are cared for, the characters get the badly damaged ORCA equipment back online and finally locate the Anomaly. This can be run as in depth or as briefly as you want it to be, with a couple of suggestions listed below:

- If you want the repairs to be relatively brief and easy in game terms, have the characters involved in the repairs make Ingenuity + Technology rolls at a Difficulty of 14, adding 5 to the result for Connor's assistance. Once they've made four of these rolls in a row, the ORCA system is back online.

- If you want things to be a little more intense, then have the sensors that need repairing be the ones on the underside of the second gantry, requiring the players to climb out, hang in empty space and make repairs in the middle of the ever worsening storm. In this instance the Ingenuity + Technology roll's Difficulty is 16, and they must make a Coordination + Athletics roll (Difficulty 12) every turn to hold their position. This opens up all kinds of fun options such as characters being slammed into the gantry by heavy winds, having to reach to grab equipment that's dropped onto a ledge further down, or any number of things to make your players' lives more interesting.

GETTING THE LIVVY HOME

This is a chance for your players to cut absolutely loose. Remember, ARC kill creatures as a matter of

absolute last resort so their objective here is simple: steer a multi-ton whale back through the Anomaly safely and close it behind it. Remind your players of the resources they have available to them both at ORCA and aboard the *Rafale.*

Again, how easy you want to make your players' lives is entirely up to you. A return to the *Rafale* to pick up anything they need could mean anything from another attack by the lice, to a nerve-shredding climb up the listing mast over a sea swirling with nematodes and lice to retrieve the antenna. Go with what's going to make it fun for your group. Of course what gear they'll need is dependent on what their plan is. Here are some of the more likely ones:

HOME RUN

The characters fight their way back aboard the *Rafale*, exterminate the Lice there and strip the ship of all dead weight to keep it afloat as long and as fast as possible. Then they trigger the microwave antenna to attract the Livvy, and once it's in pursuit, sail at full speed towards the Anomaly. Once the ship's through, the Livvy will follow and the crew can jump off and swim back through the Anomaly, locking it behind them. An Ingenuity + Technology roll of 12 or higher will let the characters rig an improved Anomaly Lock from the equipment they have. One of 16 or higher will give them the option of charging the hull of the ship and using that as the Anomaly Lock.

Pros: It neatly removes the *Rafale* from the area as well as the Livvy, ensuring danger to shipping is minimal.

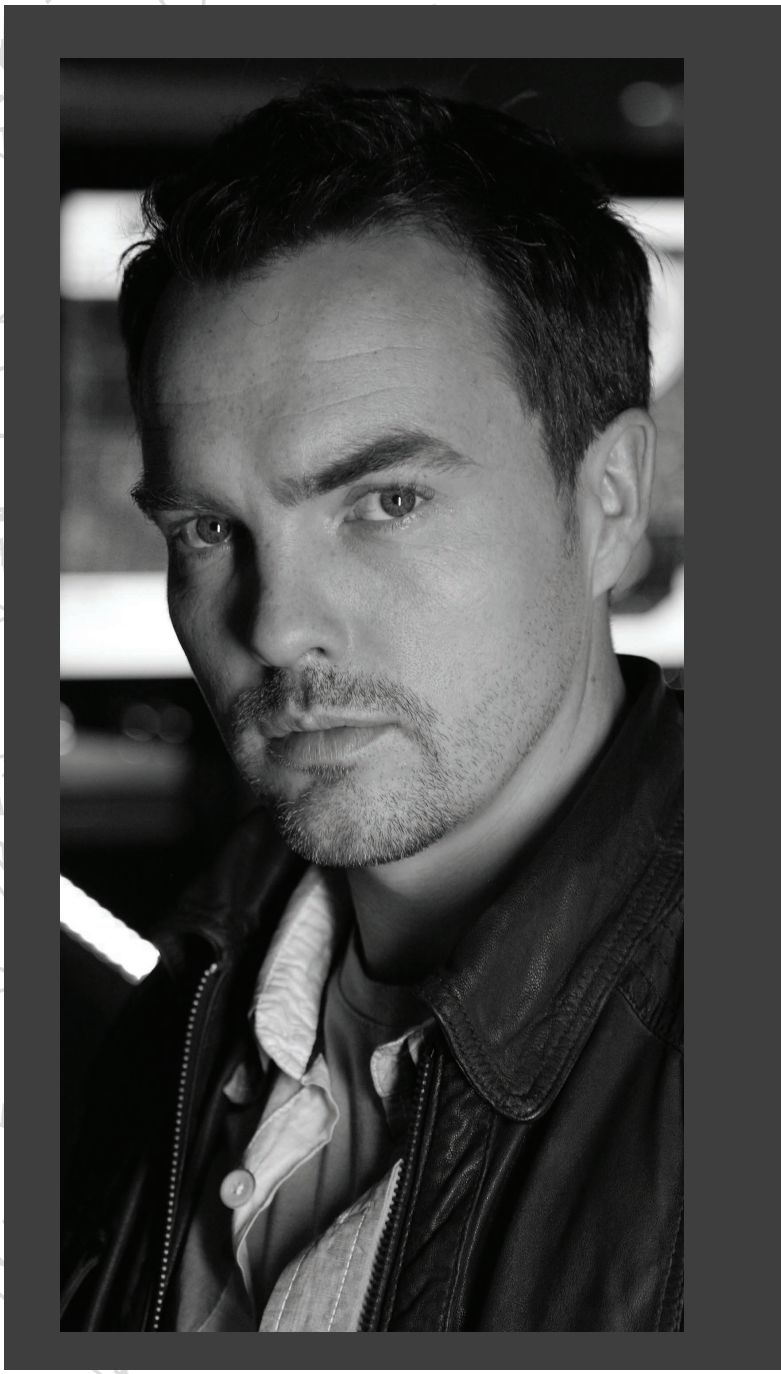
Cons: The characters will be parking a research vessel permanently in the distant past. They'll have to swim back through the Anomaly before locking it. Also, they'll need to make Coordination + Transport rolls of 15 or higher every three turns to try and keep ahead of the Livvy. If they don't, everyone will need to make Coordination + Athletic rolls of 16 or higher to stop being bounced around when the Livvy rises beneath the *Rafale* and takes it out of the water. The good news is it will still go through the Anomaly but the bad news is the lice are back and the players have to deal with them before setting the lock.

OPTIONAL COMPLICATION: THE HERD

If you wanted to be really unpleasant to your hapless player characters, why not have the Livvy that came through the Anomaly be one that was separated from a herd migrating through the ocean. The *Rafale* comes through the Anomaly, and straight away is surrounded by hundreds of tons of large, curious Livvys wanting nothing more than to get to its microwave antenna. And of course, where there are Livvys there are lice, other predators and perhaps a Livvy calf desperate to find its parent. Of course if you wanted to be incredibly unpleasant, you could have the calf as the Livvy that came through and have mum waiting on the other side.

SINK THE BISMARCK

A slight variation which involves the *Rafale* being driven at the Anomaly and then scuppered, so it sinks through



the Anomaly back into the past and brings the Livvy with it. This can be done in much the same way as Home Run, just with a pair of Ingenuity + Technology rolls at Difficulty 15 to rig the ship to be scuppered correctly. Like Home Run, the characters must stay ahead of the Livvy or be carried along by it and potentially driven off course.

Pros: The possibility of the Livvy accidentally destroying the *Rafale* is built into the plan instead of a way for the plan to fail.

Cons: As above, but also no one knows what the consequences of dropping the *Rafale* into the distant past will be.

TAKING THE BAIT

An Ingenuity + Technology roll (Difficulty 15) will allow the characters to attach the microwave transmitter to one of the RPVs and use that to bait the Livvy into going back through the Anomaly. This of course means they'll still need to be on site to keep it under control (and make a Coordination + Transport (Difficulty 15) roll to stop being swamped when the Livvy surfaces).

Pros: Minimizes temporal contamination with just the RPV going through and removes the players from the area most at risk. The RPV is a lot more manoeuvrable and faster than the *Rafale*. (Coordination + Transport roll (Difficulty 10) to stay ahead of the Livvy).

Cons: Characters no longer in danger but are on site, in a far smaller, more fragile boat.

WHALE RIDERS

Exactly what it suggests it is. The characters rig the microwave device to one of the RPVs and construct a duplicate for the other (Ingenuity + Intelligence (Difficulty 15)). They set these running and hold them in parallel formation until the Livvy surfaces. Then the players, dressed in the heavy scuba gear from ORCA, jump aboard the Livvy, place an RPV on each side of its head and steer the massive creature through the Anomaly before locking it.

Pros: No temporal damage at all, or at most an RPV or two is left behind. The *Rafale*, barely functional as it is, doesn't have to be relied upon and the RPVs are far away and the fastest and most manoeuvrable vehicles they have.

Cons: The characters are riding the largest whale in Earth's history through a storm, towards a hole in time. Whilst being attacked by the parasitic whale lice that live on the creature, and making Athletics + Coordination rolls (Difficulty 15), to keep upright.

OPTIONAL COMPLICATION: OPPORTUNITY PREDATORS

As well as the Livvy, the lice and the nematode worms that come through the Anomaly, there are lots of other possible visitors. Maybe a Megalodon decided to take a chunk out of the Livvy and has found itself back through into the present day, or maybe the Livvy's prey, smaller whales and sharks, were pursued through the Anomaly by it or are waiting for it to return so they can feed.

Regardless of approach, the ARC team will eventually succeed in getting the Livvy through and the Anomaly locked. The storm clears almost as soon as the lock is activated and the characters evacuate back to ORCA. There, they assist in the evacuation of the ARC dignitaries, help tend to the wounded from the *Rafale* and assure Connor his favourite new toy won't be broken forever. They also have the option of picking up any of the following tidbits of information that may come in useful later:

- ORCA staff have begun running tests on the nematodes and are intrigued by what already appear to be massive regenerative capabilities.
- The ORCA array, now fully back online, shows no other Anomalies in the immediate area.
- Captain Beatrice Mallory mentions that her grandmother was always a fan of dinosaurs.
- Anyone looking back at ORCA as their chopper leaves will catch a glimpse of a figure watching them leave from the second gantry. They assume it's a member of the clean-up crew when in reality it's an observer from the future.

DHI

DHI teams have a slightly different set of priorities. They're still desperately concerned with ensuring the *Rafale*'s crew are looked after but there's also the gnawing concern of keeping their own existence a secret and what exactly to do with the Livvy.

IF THE LIVVY ISN'T DRIVEN BACK THROUGH THE ANOMALY

Of course, the ARC team will have this as their primary concern, as will anyone who you decide the ARC reach out to if you're using a different framework. But what if the Livvy isn't driven back through? What happens to the storm? Well, that's down to you:

- **The kind option you can go with is that the storm doesn't get any worse, that nothing else comes through the Anomaly and it closes within a few hours.**
- **Alternatively, the Anomaly could stay open for a day or more, the massive change in tidal currents in the area causing several ships to run aground or be broken apart. The storm doesn't build but remains in place, a low pressure front parking across most of the North Sea and bringing shipping to a halt for several days. Hundreds of people are endangered and the economic impact is huge.**
- **Or you could have the Anomaly stay open a day or more and have the rest of the Livvy herd, the Megalodons or any other creature, make their way through to the North Sea. The first attacks are reported in hours and by the end of the week, the country is essentially under naval blockade as the colossal creatures attack any ship with a microwave antenna and the turbulence they cause swamps numerous smaller vessels. The loss of life is immense and the Navy and RAF are forced to launch a joint assault to wipe them out.**
- **Or if you wanted to push things really over the edge, why not have the Anomaly stay open for a month, the tidal disruption cause countless rogue waves, the rest of the Livvy herd come through and the storm escalates to the point where the North Sea is essentially impassable for weeks. The loss of life and economic damage is enormous, and out of all of it emerges a single company, who seem to have the answers: a small start-up corporation called Panacea.**

KILLING IT

The Livvy is one of the largest creatures ever to walk (or swim) the Earth, so killing it is going to be very, very difficult, require a lot of resources and probably be the most dangerous outcome. However, the players are DHI and if you've decided they have a client with them, then they may not have a choice. Here are three ways it could work:

Blow Up The Rafale: Rig a series of charges (Ingenuity + Technology (Difficulty 14)) on the *Rafale*, set it towards the Anomaly and wait. Once the Livvy surfaces and the players survive the bow wave, they let the vast creature catch up, begin eating the ship, jump off the side and detonate the explosives. This is going to be impossibly dangerous, especially given they'll be jumping overboard, basically onto the Livvy, but it is just about possible, provided they make Resolve + Athletics rolls (Difficulty 16) to make sure they jump clear of the vast whale's mouth and fight free of the current. They also have to get at least 5 metres clear of the Livvy's mouth before the charges detonate, or the GM makes a Called Shot to their Resolve at zero penalty instead of the usual -2. This means they're knocked out by the force of the blast if they're too close.

If they succeed then the *Rafale* detonates and the Livvy's Resolve, Strength and Awareness are all targeted at +2 due to the source of the explosion being in its mouth. If they're reduced to zero, the Livvy dies.

Pithed: Using the Gadget rules, it's possible to create what amounts to a Microwave Harpoon. Essentially, this is the microwave antenna from the *Rafale*, massively boosted in power and attached to a compressed air 'spike' that can be fired into the tough, massively thick hide of the Livvy. The harpoon is difficult to make (Difficulty 15) and requires a Progress of 3.

If successful, and this will involve similar rolls and difficulties to 'Whale Rider' mentioned above, the harpoon will target the whale's Awareness at 0 penalty – with the following results, depending on the level:

4/8/12

Once the Livvy's Awareness is reduced to 0, it's essentially 'pithed' – its brain permanently scrambled by the microwave burst whilst its autonomic functions remain intact. So the good news is no one's going to be killed by it, but the bad news is they now have a very large, docile whale to try and hide, as well as an Anomaly to try and close of course. This gives you some opportunities for frantic phone calls to head office as the players work out where exactly they can hide it, and what they do next. DHI will pay very handsomely for a live Livvy, especially as they can, in theory, use it for breeding stock.

EXPOSURE

The sinking of the *Rafale*, and the loss of several crew are potential sources of Exposure (1 per dead crew member, 3 for the ship). However, you could opt to have Lester bury the incident (surprisingly easy if the *Rafale* was an ARC ship) or even have Pemberton do the same.

Even the Livvy, if discovered, is just about normal enough looking to pass for an ordinary whale, although why it's being escorted to Greenland may take some fast talking to pass off. The whale lice are an entirely different matter, and will accrue 3 Exposure for every NPC who sees them.

STEALING THE LIVVY

There is another, much more lucrative option for DHI teams: keep the Livvy and hide it, for future study and hopefully use as breeding stock for a herd of them. After all, the oceans are big; who's going to notice a herd of the largest whales on the planet being hunted for sport?

This is where working for the Pemberton Group comes in handy. Players are able to get the Livvy's form (once they have the whale lice under control of course) moored to ORCA and from there have it transported up to Greenland, where a pair of old nuclear submarine pens converted into hunting lodges will be a comfortable fit for it. Of course, getting it there is the fun part and whilst the Microwave Harpoon or something similar are the easiest ways, there are others:

THE WORLD'S LARGEST TASER

An Ingenuity + Technology roll (Difficulty 14) is enough to figure out that the hull of the *Rafale* can be charged to a level where the Livvy will be stunned, its Resolve dropping to 0. This requires rigging

a Taser button in the control room to trigger the charge, which is an Easy Gadget that requires a Progress of 1 and a Difficulty of 12. Once the Livvy's Resolve is 0, it can be guided, if necessary via the jet skis nudging it along, back towards ORCA.

THE LONG WAY ROUND

The same basic approach as 'Whale Rider', mentioned above, with one difference. Instead of taking the Livvy back to the Anomaly, the players steer it to the sub pens in Greenland where DHI clean-up crews will take over. The process is arduous (15 hours in the water), and the whale lice and weather will continue to worsen as they go. There's also the chance of DHI relief choppers and finally being able to return to dry land – and of course, hefty bonuses.

THE NEPTUNE FOUNDATION

The Neptune Foundation does not have a lot of variation from ARC teams in their course of action. Everything listed above is within their capabilities as well, however they could make contact, possibly by radio, with the ARC (perhaps Connor), who tell them about what's going on and advise them on the true nature of the Livvy and the Anomaly. The other option of course is to have the *Rafale* become an ARC research ship, which allows for some fun NPC cameos.

THE MILITARY

Similarly, if you've gone for a military group, they, at first glance, don't seem much different to DHI. However, the

most important element with the military is their need to secure the area and then neutralise the threat. If you wanted to, you could drop in extra encounters such as;

- Extra ships in the area, possibly menaced by something else that's come through the Anomaly.
- A lifeboat, with a similar antenna to the Rafale, being hunted by the Livvy.
- An evacuation attempt by an RAF helicopter, fighting the storm and the Livvy's massive bow wake as it surfaces. The whale lice swarm ORCA and attack it, giving them plenty of opportunity for last stand, run and gun style heroics.

Much as with the Neptune Foundation, there's an opportunity here to fold the group solidly into the show continuity. Maybe ARC couldn't get a team there in time and Connor, Abby and the others are stuck at a local airfield waiting to get on site. Maybe James Lester is on the other end of the radio drily telling them what they have to do and keeping the area clear of shipping.

WRAPPING UP

Once the situation is resolved, the Anomaly closes, the storm clears and the characters are finally evacuated from ORCA. Here are some ideas on how to bring the adventure into land:

ARC

Lester is very pleased with events, albeit somewhat disgusted by how badly his suit has been ruined. He flies the team out, promising them some down time and scheduling an appointment with Doctor Mallory about possibly stepping over to ARC.

As they go, anyone glancing back will see lights on in the lower levels. If they ask, they'll be told it's the clean-up crew. In reality, it's an observer from the future, gathering information, something which will be explored further into the campaign.

DHI

The most variable of all the endings, whether or not the DHI characters have a good day is really dependent on whether or not their clients: a) had fun and b) are still alive.

Thompson: If he survives, Lord Thompson is hooked – Pemberton will get the companies he's looking for. And Thompson? Thompson just wants to hunt more *big* game.

Munoz: Ms. Munoz is the only guest who seems a little troubled by the death of the Livvy. You could play this any number of ways, including her cynically deciding to open a whale charity when she returns home, to her asking DHI to lead a safari through the Anomaly to make sure the Livvy didn't leave a calf behind. If it did, she'll pay anything she needs to pay to get it retrieved and safely housed.

Matthews: Wayne Matthews hasn't had this much fun since he jumped off a ladder onto a table that was on fire over a swimming pool, in front of eighty thousand screaming fans. He will personally pay the characters bonuses and insist that any time he goes hunting with DHI, they're his personal handlers.

THE NEPTUNE FOUNDATION

As the evacuation chopper lands, a man in a precise suit and possibly the world's only tailored lifejacket gets out, along with a woman in a business suit and unusually clumpy, practical shoes. He's followed by an odd looking team of people including a soldier, a short woman with close cut blonde hair and a young man in a pork pie hat. They disperse, and the well-dressed couple draw level with the characters. The woman smiles and says: "Hello, my name's Jenny Lewis and this is James Lester. We're from the government and we'd like to talk to you about what you saw."

MILITARY

There are a couple of ways you could play the end of the military scenario. It could easily be spun off into a side-campaign to ARC, with the characters permanently assigned to investigate Anomalies for the Armed Forces. Alternatively you could have Becker second them to the ARC's security unit to bring them 'in house'. Or, if things have gone a little badly, they could always be approached by a representative of DHI. Mr Pemberton is always on the lookout for new talent.

THE AGE OF STEAM

INTRODUCTION

Agents working for the Anomaly Research Centre rely on their cutting-edge equipment to combat the temporal incursions from both the past and the future. From telecommunications devices, laptops, Anomaly detectors, and even high-tech stun rifles, ARC field agents have the best resources that the taxpayer can provide. It is this equipment, and a little ingenuity, that helps the ARC keep the Anomalies under control. So what happens when that equipment stops working?

When the team becomes trapped in the past with their electronics having lost power, the field team must find new friends and resources to recharge their equipment and find a way home. But can they keep the advances of the future from the eager interest of those in the past?

SUMMARY

Responding to an Anomaly detected in a power station, the team discover that the Anomaly is unstable, a result of high magnetic fields, or something much worse. The field team is suddenly engulfed.

Thrown into the steam age of the early Industrial Revolution, the team discover their way back is blocked by the unstable Anomaly. That's not their only problem; their equipment has lost its charge during the transition and the electronics they rely on for communication, scientific analysis, protection even, have all stopped functioning.

Stranded in 1798, the team must find a way to generate enough electricity to recharge their equipment, while keeping their secrets of the future from their

new friend, the young Humphry Davy. But then they discover a second Anomaly in 1798, one that leads not to the future but to the distant past, and something has already come through, something that Humphry is going to look for with or without the help of the strangers from the future.

PROLOGUE: TALK AND DRIVE

The scene starts with the team racing to the facility in a convoy of SUVs. At this point, the characters know only that a large Anomaly has been detected. So, while one character handles the driving, the others can gain the information they need over the telecommunications link.

On arrival at the research facility, the way is barred by a recalcitrant security guard and the field team must decide how they get in.

They are challenged again when they reach the main building and must persuade the facility director to grant them access and perhaps even evacuate the facility.

ON THE ROAD

You should intersperse key information given to the players with Coordination + Transport check against Difficulty 15 to avoid any accidents on the way. Assuming the field team is in an SUV their Damage looks like 6/12/18.

Drive: You swing out onto the motorway to find all lanes blocked by slower traffic... but there's space to drive between them. Make avoidance checks against two small cars. They are smaller than an SUV so the SUV takes half Damage from each if they do collide.

Information: The Anomaly is at the Newton Research Facility, an advanced physics research laboratory home to experimental fusion reactors.

Drive: A motorbike lurches into your lane. Make an avoidance roll, however even on a Dismal Failure, we don't want the biker squashed, so he will be run off the road, probably into a field next to the motorway. The SUV takes no damage either way.

ADAPTING THE STORY

This story makes certain assumptions about how you play *Primeval*. For instance, it is assumed that your player characters work for the ARC in a contemporary setting and that at this point Prospero is involved in the ARC as a private sector partner.

If either of these details differs for you, the scenario needs a little modification in the details. For instance, the company behind the Newton Facility need not be Prospero but another private company also aware of and researching Anomalies. And if the player characters are independent agents rather than working for the ARC then they may have less influence to wield over the facility director – they may have to work a little harder there. Other than that, the story should play out as described.

Information: The Anomaly Detectors are picking up fluctuating signals from the site. Could be the reactors interfering with the Anomaly, or worse, it could be the other way around.

Drive: The road narrows ahead due to construction work. The car next to you is a sporty number and the driver is a city boy. He is not going to yield the place, so beat him to it. The sports car is one size smaller than the SUV so the SUV takes half Damage if the vehicles do collide.

Information: The facility has clearance to store and use reactor-grade uranium, and its reactors are active. The mission is to enter the facility and isolate and lock the Anomaly before it causes damage to the potentially dangerous equipment housed there.

Drive: There's a bunched trail of vehicles ahead, if you don't go now you'll miss the exit. Either cut in front of the gas tanker or hit the brakes and hope you don't get hit. If the avoidance check fails, the SUV takes the same damage as the truck.

See page 99 of the *Primeval Core Rulebook* for details on vehicle collisions.

Remember to stress the use of technology during the early part of the story. For instance, the team is on the road with the onboard satellite navigation system pointing out the route to the research facility and they are also talking with the ARC several miles

behind them to get their mission brief. The facility staff all use tablet computers instead of the customary clipboard. This highlighting of technology provides a contrast to when it all gets taken away later in the story.

Once the team are off the motorway, the next stop is the facility's main gates.

MAIN GATES

As the SUVs skid to a halt on the road outside the facility grounds surrounded by its heavy-duty steel fence, the security guard manning the barrier steps out, unimpressed by the speed of the arrival. The guard stubbornly sticks to the letter of his instructions and for the purposes of this story, he refuses all persuasion, leaves the characters with a problem; how do they get their large, heavy SUVs past that flimsy barrier?

They can quite easily get past him, ducking under the barrier, and into the booth to the side of the road, where they can hit the big black button that raises it. He'll make a token effort to stop them, but engaging in fisticuffs is outside his job description.

Or they could back the SUV up and drive through the barrier. The barrier has a size of Average, Armour of 2, and a Hit Capacity of 6. You can go back to the vehicle collisions rules for this one too.

THE NEWTON FACILITY

The Newton research facility is a vast out-of-town complex of large white buildings in expansive rolling green grounds surrounded by three metre high steel fences (Armour 4, Hit Capacity 8). Signs of significant new development are clear in the new buildings and recently landscaped surroundings (which cover the underground parts of the facility).

The facility runs its own nuclear power plant, muon accelerators, solar collectors, and all manner of other devices designed to collect, generate, and transform energy.

EVACUATION

While the alert hasn't reached the front gate, technicians and support staff stream from the complex while a calm voice from the PA system advises them to "please leave the facility by the nearest exit".

The field team can push their way through to find the corporate white facility looking pretty empty, with display screens still silently showing computer generated particle collisions inter-cut with impossibly good-looking scientists.

Either through mobile Anomaly Detectors or by asking the few remaining people, they find the Anomaly underground.

SECURITY GUARD

The security guard is a thin man of at least sixty, with a thick white moustache, and a perfectly pressed blue uniform topped by a large cap. He stands very straight as he peers out from beneath his cap, full of empty threats and bluster.

Age: 62

Presence 2	**Convince 3**
Strength 3	**Fighting 3**

WHAT'S THE PROSPERO CONNECTION?

The player characters may want more information about the Newton Facility, either ahead of their arrival or subsequent to the field team being sent back to 1798. The following details should be revealed in response to their research.

- **The Newton Research Facility is a private facility undertaking sponsored and independent research. But where did it come from?**
- **Investigators can discover that Prospero is a minority shareholder in the company behind Newton with one of the Prospero executives also serving on the board of Newton Research.**
- **Newton Research was formed just three years ago and the facility itself is leased from the UK government.**
- **The facility took several billion-pound loans from a private company in order to install cutting-edge particle accelerator equipment. That company? Prospero.**
- **What's more, the current facility director joined Newton Research directly from a similar position in Prospero.**

The lifts are out, so they need to take the stairs. Eventually, they come out onto a balcony overlooking a large subterranean hall filled with giant metal ducts, pipes, and cables. Right at the centre of the hall is a giant red Anomaly, and it's pulsing.

FACE-TO-FACE WITH THE ANOMALY

From the balcony, the unusual nature of the Anomaly is very clear. Firstly, it is red in colour rather than the shining white and gold the team will be used to. Secondly, the noise is less like wind chimes and more like a chandelier rolling down stairs – sounds like glass fracturing and scraping fill the air. Thirdly, the Anomaly is at least four times the diameter of those normally encountered.

On the balcony with the field team is the man in charge, Director Finch, and a number of lab-coated assistants setting up various pieces of equipment and recording the Anomaly with video cameras. He notices the intruders but carries on ordering his assistants about their duties. Finch seems unsurprised by the arrival of the ARC field team, although he does not reveal how he knows about them.

WHAT ARE YOU DOING HERE?

Finch deflects questions about the facility's operations, insisting that the facility undertakes contract research for a range of corporate and public clients, all of which is confidential. If pushed, he dryly observes that the field team are guests and asks them not to abuse his hospitality.

INTERFERENCE

Director Finch only orders his security guards to intervene if the ARC field team interfere with his own equipment. However, as soon as any ARC-technology is revealed, such as detectors or locking devices, he orders one of his technicians to record everything that the equipment does. This means that the ARC team have to contend with being recorded.

A BAD SIGNAL

The field team are going to want to take their own readings. This close to the Anomaly, they need an Awareness + Technology roll against a Difficulty of 9 to determine that there is a strange signal interfering with the Anomaly, something like a pulsing of this Anomaly or an echo. A Good or Fantastic Success identifies it as a second Anomaly.

An Awareness + Technology roll against a Difficulty of 15 allows a relative location of the second Anomaly to be deduced, but the readings are impossible. They place the point of origin of the second signal 1700 metres to the south. They would have driven straight through it upon their arrival. A Good or Fantastic Success identifies it as being not on this side of the Anomaly but on the other.

SOMETHING NEW

Any character preparing to lock the Anomaly should make an Ingenuity + Technology roll against 9. Success indicates that a single Anomaly Locking Device is insufficient to lock this Anomaly given its power. A Good or Fantastic result indicates that four need to be used, positioned equally around the Anomaly.

It's a Difficulty 15 job to string the Anomaly Locking Mechanisms together in order to operate them at the same time and requires an Ingenuity + Technology roll as per the Building Gadgets rules on page 125 of the *Primeval Core Rulebook*. It requires just 2 Progress, which can be made up with Story Points. All the while this is going on, the Anomaly continues to turn and shine red light throughout the hall.

But once the locking mechanisms are triggered, it responds violently to the electrical charge. Arms of Anomaly energy lash outwards, sparking like electricity where they touch their surroundings.

THE SECOND ANOMALY

While not apparent to the field team now, the second signal is coming not from the present but from the past, so the location of this second Anomaly is relative to the end-point of the Anomaly that the team can see in the reactor hall.

At this stage, they are unable to gain any information about the second Anomaly other than its relative location. If they want to find out more, they need to go through the Anomaly and find out.

DIRECTOR FINCH

Director Anthony Finch has complete authority over operational and tactical matters within the facility. Originally a physicist, it is his leadership that has dominated his career for the last twenty years. He is utterly loyal to his paymasters, evidently to the point of accepting risk to the facility and its staff if it means being able to study the Anomaly.

Despite his position, he doesn't know much about the Anomalies, but he knows that they are the most important scientific discovery of the modern age and he is determined to find out how to contain this Anomaly and what caused it.

Age: 50

Presence 3 **Convince 4**

FLASHOVER

Those with active monitoring devices can make an Awareness + Technology roll (Difficulty 12). Those making a Fantastic Success have a warning of two standard rounds to observe the energy spiking towards something big. If they issue a warning, the whole team gains a +1 bonus to Athletics checks in the next section. A Good Success gives one round of warning, while a Normal Success allows just themselves to hold onto something solid just as the Anomaly expands.

Those making a Disastrous observation are standing with their backs to the Anomaly and are clearly holding the monitoring device upside down. They receive a penalty of -3 to their Athletics checks when the balcony falls and must choose one other player character that they knock into, giving them the same penalty.

THE BALCONY FALLS

The large balcony over the Anomaly shudders as the Anomaly's magnetic pull suddenly increases. Equipment all around the Anomaly suddenly lurches towards it. Anything not secured starts flying directly into it. This includes anything the field team have brought with them. One of Finch's technicians stumbles backwards as the metal gantry underfoot twists and pitches him over. He falls the five metres to the ground and lays quite still.

You can't control where the field team set up their equipment, so if they have set up beneath the balcony, then turn the fight to hold on into a fight to avoid the falling balcony. You can keep the Damage the same and instead of a Strength + Athletics check, you can make it a Coordination + Athletics check to avoid falling metalwork.

Fight to Hold On

The balcony is five metres from the ground level, so that's Damage of 3/5/8, and the base Difficulty for hanging on is 15 and requires a Strength + Athletics check. An area of expertise in climbing helps here.

There are three challenges the characters face when trying to hold on, each in response to the Anomaly flaring and growing in power and intensity. The initial jolt, dodging sliding equipment and personnel, and the falling balcony itself. Each requires a separate check, but a Good Success means that character can skip the next check, while a Fantastic Success means that the character negotiates all subsequent challenge.

Those who fail, take a -1 penalty to their next check. Those with a Bad result pick up some detriment for the next challenge such as a technician holding onto their legs to stop their own fall, a hand bruised by the falling equipment, distracted by the loss of a favourite hat even! A Disastrous result ends in a fall off the balcony, taking damage before being scooped up by the Anomaly, playing no further part in this scene.

For those needing to dodge the equipment, you might have loose parts of the balcony slipping from under the character, a technician losing their footing, being showered by breaking window glass, a swinging electrical cable, or just a plain old box hurtling towards the character.

THE FLASH

As the balcony slams into the floor and field team slowly get to their feet, taking in what could have happened, the Anomaly suddenly lashes out. Great jagged red arms of light sweep across and the field team disappear.

WELCOME TO 1798

The team awaken on a cold, wet, floor with light from the Anomaly's shifting in the tunnel behind them. The Anomaly is locked from this end, as though through an ARC Anomaly Locking Device, and there seems to be no way back at present. It does not display the same distortion as the end rooted in the research facility.

Checking their equipment they discover that everything electrical is completely out of power, apparently drained by the Anomaly as they went through.

Taking stock of their surroundings they find themselves in some form of mine, one with a cart and track system. There are coal fragments on either side of the wooden tracks and soot coats everything in the area. The air is thick and smells of sweat, coal, and stagnant water. The walls of the shaft are well supported with wooden bracers and are cold to the touch, and the sound of miners chipping away at the rock face echoes in from a distance.

Aside from the Anomaly's light, the tunnel is dark and only carries on for a short distance downwards; even the iron tracks laid down for the carts appear to be unfinished. The other direction leads upwards. Part-way along the track, away from the Anomaly's light, they bump into a makeshift barricade, evidently designed to prevent people wandering towards the light.

GUARDS, GUARDS!

Getting out of the mine unnoticed is impossible. When spotted, the miners challenge the player characters and their foreman, Neil Price, comes forward to take charge. Anything that looks like a weapon is immediately seized by the miners carrying pick-axes and shovels.

Price wants to know who they are, what they are doing, how they got there, and in response to their strange clothes; what on Earth they are wearing? There are murmurs from the miners that they might be French spies.

Judging the mood of the miners, Price orders the player characters to go with him if they want to avoid trouble. Once out of the tunnel, they find themselves walking out of a drift mine cut into the side of a hill, some miles outside of Bristol. There are perhaps a hundred miners, including women and children, walking soot-faced along the tracks carved into the side of the hill.

The scene is one of horse drawn carts filled with small black lumps of coal, and women and children hauling baskets of coal upon their backs. A large steam engine sits at the heart of the operation, billowing smoke and steam into the air as it provides the power for the yard's operations. Beyond the mine, the player characters can see a vast countryside of forest and fields stretching out, uninterrupted by roads or highly-populated areas.

VISIONS OF THE FUTURE

The following everyday items may easily be taken for granted, but they offer a wealth of information and inspiration for the greedy or the curious. The field team need to be careful what they leave behind.

Wallet: A simple wallet may not seem that dangerous, but what does it normally contain? Apart from being made of plastic and carrying a picture of the holder, a driver's licence contains dates, names and addresses, details of vehicles - all clues to the future.

Credit card: These contain plastic, embedded holograms, magnetic strips, and computer chips, and the name of the issuing bank. The names may be enough of a clue to eager investors of where to put their money for a long-term investment, even this far back. This could influence the success of these institutions for generations.

Coins and Bank Notes: Cash in the form of coins and notes all carry date information, but notes especially say so much more. Who is this Elizabeth Fry on the five-pound note? And what about Darwin on the ten-pound note? What did he do? The questions alone could provide information to the curious mind that could bring about revolutions in thinking many years earlier than their time.

Mobile Phone: As a piece of technology, the modern mobile smartphone is a wonder to behold. Of course, without power it's simply a slab of plastic and glass, but so perfectly engineered that it is like nothing that 1798 has ever seen before.

Ballpoint Pen: The humble plastic pen in an age of ink and nib is a strange but immediately useful device. This is more a wonder than anything likely to radically change the future, but it helps fuel the curiosity.

The Wristwatch: Given to an engineer, the modern wristwatch is something that does make sense with its miniature cogs and springs. But what about the battery? What is it, what does it do, and how does it work?

REDCOATS

One of the greatest fighting forces the world has ever seen and some of the most feared troops in history the English Redcoats were tough, disciplined and highly trained. They were also not known for their fluffy approach to life.

Names: Jones (235), Jones (359), Temple, Vickers, York and Thompson

Awareness 3 Coordination 3 Ingenuity 3

Presence 3 Resolve 3 Strength 3

Skills: Athletics 2, Fighting 4 (Brawling), Marksman 4 (Musket)

If the player characters decide to wait until nightfall before leaving the mine, they'll need to make a Coordination + Subterfuge (Difficulty 15) check to remain unobserved. That allows them to leave, but they are confronted by a trio of Redcoats armed with muskets and taken to Captain Stephen Montgomery, as below.

THE CROWN ENQUIRES

They are taken to a large cabin at the bottom of the hill where they are put before a unit of six British Redcoat soldiers armed with muskets and their officer. Also present is a young man, well-dressed although with a little mud on his knees and boots. The officer and the young man exchange words with Price, who gives them any guns confiscated from the strangers.

As Price leaves, Captain Montgomery demands to know who they are and what business they have at the mine. His inclination is to take them into custody as trespassers, thieves, or spies.

The civilian with Montgomery is Humphry Davy, a young gentleman scientist. While Montgomery looks for evidence of wrongdoing, Davy is intrigued by their sudden and unusual appearance and looks for reasons to release them. A Really Easy Resolve + Convince roll is enough to convince Davy, if not Montgomery, and Davy requests that they be turned over to him, as they are obviously learned in the sciences.

Montgomery retains any weapons given to him by Price, but agrees to Davy's suggestion.

Leading them away from the captain, Davy introduces himself properly and excitedly asks whether they are there to examine the lights. He doesn't take no for an answer, astute enough to know when they are trying to protect their secrets, but suggests that they may be of benefit to each other.

HUMPHRY DAVY

Dark haired, slender and pale, Davy cuts a romantic if youthful figure. Born in Cornwall, Davy is well educated in matters of science and medicine and though he was at first interested in poetry and painting he soon turned to the sciences.

If history follows its expected course then Davy becomes one of the age's most accomplished chemists. His mind is active and adaptive and he is familiar with the early works on electricity. It wouldn't take much for Davy to be turned from chemistry to electricity, which could alter history immensely.

Awareness 3 Coordination 3 Ingenuity 4

Presence 3 Resolve 3 Strength 2

Skills: Convince 2, Craft 3 (Metalwork), Knowledge 2, Medicine 3, Science 4 (Chemistry), Technology 4 (Inventions)

Traits: Photographic memory, Technically Adept

CAPTAIN STEPHEN MONTGOMERY

Blond, tall and physically robust, Montgomery cuts an impressive physical specimen. He is a tough military man in his mid twenties who has been in command for only a few years and hasn't become cynical or jaded yet.

He is a fair man but does not suffer fools lightly.

Awareness 2 Coordination 4 Ingenuity 2

Presence 3 Resolve 3 Strength 4

Skills: Animal Handling 2, Athletics 3, Convince 2, Fighting 4 (Swordsman), Marksman 4 (Flintlock Pistol), Survival 3 (Tracking)

Traits: By the Book, Tough

PRYING EYES

Davy takes a keen interest in their equipment. The player characters need to make Coordination + Subterfuge rolls opposed to Davy's Awareness + Subterfuge. On anything less than a Good result, Davy spots something new, even something as simple as a wristwatch.

DAVY'S GUEST

It's just a couple of miles drive over bumpy tracks to Grimshaw's estate and Davy sits up front with the cart driver giving the player characters time to discuss the situation. An Ingenuity + Knowledge check (Difficulty 12) gives them the time period they are in (late 18th, early 19th century). Asking Davy questions helps to make this easier, and he's happy to oblige.

Davy also recommends waiting until morning before meeting with Mr Grimshaw as he tends not to be in a social mood towards the end of the day.

THE ESTATE

The estate is surrounded by sparse woodland and plays host to large landscaped grounds, at the centre of which is the manor house itself. This mansion is a large, traditional house with many bedrooms, servants' quarters, and stables.

The cart takes them to a cottage some distance from the big house through a wooded area and Davy excuses himself, assuring them he will return with food and word on the master of the house.

The cottage has two bedrooms on the first floor, a kitchen, and a dining area. The toilet facilities are out the back in a small shed. Light is from oil lamps and heat is from the hearth in the kitchen and dining rooms. There are clothes in the wardrobes upstairs and at least some of it should fit for the next day when they meet Mr Grimshaw.

BROKEN TECH

An hour passes before Davy arrives back with baskets of food from the house kitchens, including a container of soup, a selection of meats as well as some bread and cheese, and in that time the field team may inspect their equipment; none of it functional. Radios are dead, watches have stopped working, and nothing seems to have retained its electrical charge.

DAVY OFFERS ADVICE

Davy is a young man but of keen intellect and assumes them to be connected with the lights. He is quick to discuss the strange gases in the mine that he suspects are related to these shimmering lights. He explains that he ordered the tunnel to be blocked, in order to contain the light and prevent the miners from wandering near it. With some trepidation and prompting, he also reveals that the light in the mine is not the only one; there is another just a mile away. He is willing to take the party there in the morning.

He is intelligent, quick-witted, and imaginative and he gleans anything he can from them, hungrily devouring any verbal slip they may make. These should be noted for future reference and can be used to affect any corruptions of the timeline using the Temporal Damage rules.

That said, the young man is respectful and does not outstay his welcome, conscious that they have had a long journey.

THE SECOND ANOMALY

Just after dawn, Davy calls in with breakfast for the team. He brings news that Mr Grimshaw will meet them at dinner that night, but before then, he can take them to see the other lights.

The second Anomaly is a mile south of the mine, and just a mile or so from the estate, in a cave partly masked by a waterfall. After a short country hike from the cottage, Davy, wrapped in a coil of rope and carrying a satchel of provisions, leads them past the water. The cave is cold and damp and glistens against Davy's lamplight.

Those passing the pool of water beneath the waterfall and entering the cave should make an Awareness + Subterfuge check against a Difficulty of 12 to see if they notice the digested remains of a sheep. On a Fail, they step in it. On a Success they spot something bobbing in the water. On a Good Success or higher they catch sight of it in the lamplight. Once discovered, an Ingenuity + Science (Difficulty 12) roll identifies the remains as those of a sheep on a Fail, like something a snake passes

on a Normal Success, an estimate as to the size of the beast on a Good Success, and the species on a Fantastic Success. There's a chance of spotting all this on the way in and the way out.

Davy leads the way through the tunnel, past broken stalagmites, to a larger cavern illuminated by a gently pulsing and turning Anomaly. He smiles as he points out how different it is to the light in the mine, how beautiful and soothing it is.

Around the Anomaly, there is evidence of a makeshift camp. Remains of a fire, a small chair, and a rope tied around a stalagmite and snaking into and the Anomaly: Davy has already been through!

If the field team go through the Anomaly, they step out into the Paleocene. See page 165 of the *Primeval Core Rulebook* for a description of this era. The immediate area on the other side of the Anomaly is almost a mirror image of where they came in; a shallow cave behind a waterfall, and a small stream weaving through lush fern-filled woodland.

An Awareness + Subterfuge check against Difficulty 12 reveals large stretches of broken and crushed undergrowth; the tracks of a Titanoboa.

DINNER IS SERVED

Davy has told Elias Grimshaw that the strangers are from "The Pneumatic Institution", a society of gentleman scientists, and that they are there to investigate the strange "factitious airs and gases" in the mine. Grimshaw is under the impression that the field team will instruct him on how to more safely mine the coal.

Early in the evening, with the hike to the second Anomaly done, a pony and trap picks them up and takes them to the manor. They are met at the steps by a footman who leads them through to a large study, where they are joined by the other dinners: Elias Grimshaw, his wife Anne, their daughter Gwendolyn, her fiancé Francis Leland, and Captain Montgomery.

Davy deals with the introductions, and there is much interest in what they do and if there is any news of London. With introductions done, dinner is served and the party go to the table which is full of roasted game and other meats with some bread and boiled vegetables. The wine flows quite freely with dinner.

The field team are pressed for opinions on the government, the King, and the war with France. Gwen asks what they feel about the changing place of women in the world. Her comments are clearly not treated with respect by those around the table, with the exception of Leland, who takes a supporting position.

ELIAS GRIMSHAW

Tall, grey and severe, Elias Grimshaw boasts large mutton chop whiskers, a heavy brow, and piercing grey/blue eyes. He is a self-made man and forcefully informs the less fortunate that all his wealth is the product of hard work and discipline.

A devout capitalist, he bullied his way through the London Stock Market, relying on force of character, threats, and blackmail to win his fortune. His recent turn as landowner and industrialist is an attempt to give his wealth a veneer of legitimacy.

His ruthlessness appears if he learns that the visitors actually have knowledge of the future. For instance, they could tell him how "the French situation" resolves and he could make shrewd investments banking on its outcome. If the team do start supplying information he may not let them stop.

Age: 50

Awareness 2 Coordination 2 Ingenuity 3

Presence 4 Resolve 4 Strength 3

Abilities: Animal Handling 1, Convince 3 (Intimidation), Fighting 3, Knowledge 3 (Finance), Marksman 4, Subterfuge 2, Transport 1

Traits: Minions, Tough, Wealthy

Story Points: 12

ANNE GRIMSHAW

Portly, hard faced, with a thick veneer of makeup, Anne has had a harder life than her status would indicate. She is unlikely to back down from an argument if someone picks one with her.

GRIMSHAW'S GREED

After dinner, Grimshaw take the men off to the study for Brandy and to continue the intelligent conversation while

the women (including any female members of the team) go into a separate room to pursue activities such as sewing, reading, or social gossip.

If the team's weapons were seized by Captain Montgomery at the mine then Grimshaw produces one and asks them what they are and where they acquired them?

Captain Montgomery informs them that they will be retained so he can best "fathom their mechanism of operation". Both he and Grimshaw find it hard to believe that the team are just scientists when looking at their weapons and Grimshaw makes his case very plain. If the team are not there to help his mine and take advantage of his generosity then he will see them cast into the gravest of trouble.

However, Grimshaw is prepared to take Davy at his word. He blames "workshy miners" for not putting their backs into it not giving him a "proper day's work". The team will be paid handsomely for dealing with the noxious gases in the deeper reaches of the mine. Grimshaw stresses that he expects results and if they can guarantee productivity increase in the mine they can have what they need, he doesn't care who they are.

An investor, Grimshaw also speaks freely about his London investments; clearly a man with who a deal can be struck. If the field team use this to get funds or access to equipment, then award them a bonus Progress Point towards each of rebuilding their equipment and building a generator.

It does become apparent that Grimshaw is not Leland's greatest admirer, apparently undecided whether his is a suitable enough match for Gwen.

With the Brandy finished Mr Grimshaw wishes them goodnight and 'god speed' with their work.

In the other room Anne stays silent for the most part but Gwen asks probing questions of the female player characters, such as what they do while the men investigate/conduct their sciences and how they have come to be with travelling with them. If the answers are not careful, Anne chalks these strangers up as disreputable and treats them with disdain. Gwen assumes it's all more scandalous in nature and so becomes quite excited. Other than that, the conversation leans to the pastoral, with reports of lost or stolen sheep.

GWENDOLYN GRIMSHAW

Gwendolyn probably knows that people have suffered in her father's relentless acquisition of wealth, but that knowledge brings no guilt to her. In fact it has given her a skewed view of the world and her role within it.

Having fallen for Francis Leland she has come to understand that there is a wider world around her and her place is by his side. She knows of his allegiance to France but is helping him as he promises her wealth, excitement and a life of privilege on the continent.

Awareness 3 Coordination 3 Ingenuity 2

Presence 4 Resolve 4 Strength 2

Abilities: Animal Handling 2, Athletics 1, Convince 3 (Charm), Fighting 2, Knowledge 2, Marksman 2, Science 1, Subterfuge 3 (Sneaking)

Traits: Attractive, Charming, Fast Runner, Wealthy, Quick Reflexes

FRANCIS LELAND

Tall and dark haired Leland is a spy from France, versatile, clever, ruthless and armed with a flawless English accent. He has manoeuvred himself into Gwendolyn's heart and enlisted her into his mission to gather information on France's enemy: England.

Age: 28

Awareness 3 Coordination 3 Ingenuity 3

Presence 2 Resolve 4 Strength 3

Abilities: Animal Handling 1, Convince 4 (Lie), Fighting 1, Knowledge 4 (France), Marksman 1, Science 1, Subterfuge 4 (Sneaky), Transport 1

Traits:

Story Points: 12

THE AGE OF STEAM

This chapter represents a passage of time spent in 1798. The rough run of play is as follows:

- Team begin to build their first device.

- Once the first device is completed the young Titanoboa's lair is discovered.

- The Titanoboa is captured and only when the team are one Progress Point away from completing the second device does the Garden Party chapter become active.

The rules on Inventing Gadgets on page 125 of the *Primeval Core Rulebook* apply here and the field team needs to set up a workshop for the technical repairs and alterations to their equipment. If they have secured Grimshaw's support then he has some of his men clear out an old barn. If the field team are doing this in secret, then they must work in the confines of the guest cottage, which imposes a penalty of -2 on all Ingenuity + Technology rolls to make or mend devices.

Some items, such as solar chargers, are fused and beyond repair, some require a degree of fixing, and others simply need recharging. Repairing what's there is a Difficulty 15 task with a Progress of 3 needed. However, that doesn't solve the power problem: To do that, they need to build some kind of power generator; making one from scratch in the early steam age is a challenge. That again is a Difficulty 15 task with a Progress of 3. This means the team are looking at a likely stay in this time period of at least a couple of weeks.

However, none of this can be achieved without facilities, tools, and materials. They are going to need use of a forge, a blacksmith, funds for metal, and a workshop where they can work in secret. Without these, impose heavy penalties on attempts to get their equipment working again.

CONSTRUCTION

There are a number of ways that this section can be approached. The devices could be recharged, essentially making a giant battery charger, or they could be adapted to run directly off the electricity generator via long cables. Makeshift batteries can also be created, though these are large, unwieldy, and dangerous. There should be no difference in the task difficulty and it is really down to how you want to tackle the problem.

PARTS AND MATERIALS

With Grimshaw providing funds (he wants accounts), the field team can secure supplies. A skilled blacksmith, John Heel, can be found in the nearby village, and he can provide raw materials and the skill to work them. But he needs strong guidance on what's needed. This is likely to include:

- Copper wire
- Screwdrivers
- Magnets

The players do not need to spell everything out, but they need to visit John every couple of days to keep an eye on things and to collect new pieces. This helps to repair and adapt their technology.

For power they are going to need a steam engine, one can be acquired and adapted or built from scratch by the smithy. It will prove to be the easiest and most likely way to provide the power they need, but it comes down to the team, if they would rather use lightening rods or some other way then it's their decision.

The team can fashion whatever they see fit, from steam powered backpacks to a simple engine with a plug-in port that never leaves the workshop but they must make a choice between either powering their devices at the workshop or taking a power source to the mine.

AVOIDING SUSPICION

Grimshaw expects them to fulfil their commitments. If they are seen to be doing little then Grimshaw quickly becomes impatient and demands to know what they've been doing instead.

Protecting the workshop from snoopers is difficult. Beyond Davy, both Gwendolyn and Leland take to sneaking around and trying to see what is in the workshop. Gwen even tries to charm her way in, becoming flirtatious. If she succeeds in gaining access to the work space then make Awareness checks to make sure she does not steal anything. A Failed roll means she gets away with something unimportant and a Disastrous roll sees her leave with a small but vital piece of equipment that sets the team back one Progress Point.

Francis Leland takes frequent strolls near the workshop, offers assistance, engages in polite conversation, and resorts to peeking in through gaps in the barn walls.

An Awareness check (Difficulty 12) warns the player characters of approaching snoopers and with a high

TITANOBOA

Titanoboa cerrejonesis **is the biggest and heaviest snake known to science. An adult can grow to 15m long, with a body easily 1m in diameter and can be as heavy as 1 ton. As an ambush predator it patiently lays in wait and then quickly strikes at unsuspecting prey. Its camouflaged scales disguise its shape in dense tropical forests as well as the leafy woodland of 1798.**

Awareness 3 Coordination 4 Ingenuity 2

Presence 3 Resolve 3 Strength 12 / 16 (adult Titanoboa)

Speed: Average

Size: Huge

Maximum Threat: 12

Threshold: 6 (Attacks if cornered, unseen, or facing a single target)

Abilities: Athletics 3, Fighting 3 (Constrict), Subterfuge 3, Survival 3

Traits:

Bite: Does strength +2 Damage for (9/18/27).

Armour: The Titanoboa's scales give it +3 Armour, reducing Damage by 3.

Fear Factor 2: +4 to rolls when trying to intimidate prey and humans must make a Fear roll when they first meet the monster.

Lurker: Characters need to make a contested roll of Awareness + Survival against the Lurker's Coordination + Subterfuge.

Threat Powers:

Grab: Costs 2 Threat points. Grabbed creatures need to make opposed Strength + Athletics roll to break free. The bigger creature can still move (at half speed).

Constrict: Costs 1 Threat point. May only be used against characters the Titanoboa has made a successful grab attack on the round before.

Tail Sweep: Costs 2 Threat points. A Tail sweep only does half strength damage but can knock multiple targets at once.

Swallow: Costs 2 Threat points. May only be used against targets the Titanoboa has made a successful grab attack on the round before. The Titanoboa swallows the target whole.

success they hear them coming, a medium they intercept them at the door, and a basic pass catches them peeking in through a window or doorway. A basic Fail means they look up and *think* they saw someone at the window but aren't sure and can't see anyone when they go to look, a Bad Fail means they didn't spot the snooper but didn't reveal anything of note, and a Disastrous roll means they spoke about future technology without knowing they were being observed at all.

Leland may prove so persistent a visitor that the team decide to follow him in secret. If they do they need to make a Coordination + Subterfuge roll (Difficulty 12). If successful then they manage to see Leland travel to the edge of the estate and collect notes from messengers at least twice in the weeks that pass.

VISITING JOHN HEEL

When visiting the blacksmith one day, they encounter Gwen waiting outside the blacksmith's workshop. Quickly, she engages them in conversation, about the weather, or how green seems to be very much the fancy this season, or some other triviality. But she does so in quite an exaggerated volume. Francis Leland soon appears from the workshop, passes some pleasantries about getting a buckle repaired, and then takes Gwen away for their stroll.

Once inside, the empathic among the team (or an Awareness + Subterfuge (Difficulty 12) roll), notice that Heel appears a little rattled. If pushed, he sheepishly reveals that Captain Montgomery has given him one of the strangers' guns to examine in order to determine its workings. Leland, it seems, is insistent that he be informed the same as it could be worth a deal of money in the right hands.

This section tells the players not only where one of their weapons is, but also that at least two parties are interested in their workings, which has Temporal Damage implications.

A SNAKE IN THE GRASS

Having seen the second Anomaly, and potentially the remains of its dinner and reports of livestock going missing, the team can rightly assume that there is something else with them in 1798.

If the team decide to investigate this, they can be provided with any tool and resources they need, such as nets, ropes, manpower, etc. Ultimately, it is for the player characters to

use their ingenuity when stripped of their normal tools.

A number of skills come into play for any plan of this nature. A Survival check at Difficulty 12 enables them to work out the rough size, length and weight of their monster. An Ingenuity + Knowledge roll (Difficulty 12) allows them to work out probable habitat for a giant snake and an Ingenuity + Knowledge check at Difficulty 15 allows them to work out the exact species, probable prey from the time period and method of hunting.

If the team look for warm places that the Titanoboa may be using, they have several options as to where to look:

- The forge in the local village is warm and dry but it is also too public, and the vibration from the smithy working would make that place unlikely.
- The main barn, full of hay, is well insulated. It has the size needed to house a large creature but also plenty of traffic, which could disturb the beast.
- The mill is warm due to all the activity above and again the vibrations would make this an unlikely spot but one worth checking.
- The main house has a separate servants' building with kitchens and storage. At the far end of the long building sits the baking room. The cellar below it is empty and the woodland comes very close to the building.

UNWANTED GUEST

Either through investigation, or one of the house staff making an unexpected discovery, the juvenile Titanoboa is found nesting inside the cellar below the baking room. Montgomery suggests sending some explosives down there to kill the beast. Unless the ARC team suggest an alternative, this is what Grimshaw sanctions. If they want it taken alive, it is up to them how they wish to trap it; as a Huge beast, even this juvenile Titanoboa needs a lot of man or horse power to move.

With Davy being a chemist, allow the field team an Ingenuity + Science roll with Difficulty 21 to concoct whatever chemical compound they might need. Davy wants to observe of course; they're using his equipment. He also provides a +2 bonus to the roll for assisting. This allows them to create tranquillisers if they do not already have access to them. See the rules on tranquilliser damage on page 117 of the *Primeval Core Rulebook*.

A set of stairs from the house enter the cellar at one end, and a similar set of stairs at the side of the cellar leads up to the yard. Neither gives a clear view of the snake. As a confined space, anyone going into the cellar is automatically in striking range of the Titanoboa, which counts as being cornered for the sake of Threshold. It cannot use its Tail Sweep, but it can bite, grab, and constrict.

The Titanoboa could be lured out by live bait and this gives the players chance to set their own terms. But if the snake is attacked in the cellar, it tries to leave, attacking those in its path. Fun could be had with the snake heading up into the house, but the courtyard gives the player characters space to work, at the cost of allowing the snake use of its Tail Sweep attack.

All manner of damage can be caused, especially given the ovens. Any time the snake makes a Good Success on an attack, it causes some supplementary damage to its environment, whether that's damaging ropes, nets, or cages, or breaking an oven and spilling burning wood into the room.

Once the Titanoboa is captured or killed, Grimshaw is inclined to call all and sundry to view his "new discovery";

PARTY DETAILS

There are some background details that should be brought out in the party:

- **At the top of the party, stress the sound of a yappy little dog being carried around by a rather large old dowager.**
- **There are lots of very well-dressed children of all ages present.**
- **Have the player characters overhear a young mother promise her children that they will be allowed in the maze a little later.**
- **As the party sequence comes to an end, have the old dowager interrupt the player characters to ask if they have seen her dog.**

a most monstrous marvel of the modern age. It takes a Resolve + Convince roll opposing Elias Grimshaw to persuade him that they should take the snake away. Remember, at this point Grimshaw does not know about the second Anomaly.

THE REAL SNAKE IN THE GRASS

An additional clue as to Leland's motives should be delivered here. While the attention is on the snake in the cellar, Leland will be passing a note to his messenger. It describes how Grimshaw is due to have a meeting with someone from the government's War Department. Have one of the player characters spot Leland handing over the note and then furtively making off.

THE GARDEN PARTY

You should run this section of the story at the point the team earn their final Progress Point towards completing their equipment. As at the day of the party, they have just a day's work to complete.

With the events of the captive snake now local news, Grimshaw has invited Bristol's great and good to a garden party. Aside from the social niceties, Grimshaw has arranged a meeting with a government official and Captain Montgomery to discuss how his mine and estate may be put to the benefit of the Crown's military.

The party is set in the sun-drenched formal gardens where large marquees have been erected, and staff are on hand serving drinks and preparing food from the estate's kitchens. The gardens include a maze, which forms part of the afternoon's entertainment. Musicians play pleasingly in the background. The team are expected at the party (Ann Grimshaw will not hear the contrary) and so may have to leave the workshop unprotected.

Humphry Davy is displaying some of his paintings and will happily recite his poetry for the young ladies that attend the party.

Introduced to the ARC team by Ann Grimshaw, Markus Burton, a civil servant in the War Department, is very interested in the 'lights' in Grimshaw's mine and wants to know if these 'lights' can be put to military use. The assumption being that they are related to the gasses that Davy so often talks about.

I SPY

After a brief exchange, Grimshaw and Montgomery take Burton away for their meeting. On a successful Awareness + Subterfuge contested against Leland's Coordination + Subterfuge, the player characters spot Leland following on after them at a discrete distance. On a Failure, someone had noticed Leland listening in to their conversation with Burton, but can't see him now.

Either way, he cuts a suspicious figure. If followed, they find him listening at the window outside Grimshaw's study while scribbling notes on a piece of paper.

Any commotion or confrontation brings Montgomery to the window, where Leland tries to convince him that he has just caught the strangers spying. Use opposed Convince rolls but give the players a +1 bonus if they recount Leland snooping around their workshop and another +1 if they mention the illicit meeting with the messenger. Award a bonus of +3 if the note is pointed out.

With Leland discovered, Montgomery has him escorted to his room in the house, inviting his accusers to accompany them to assist in a search. A Success on a Awareness + Subterfuge roll (Difficulty 15) reveals a loose floorboard and a box containing letters in both English and French, and notes on Grimshaw's communications with the War Department.

THE MOVING MAZE

With Leland confined and one of Captain Montgomery's men posted on the door, the tone inside the house turns serious. Grimshaw's scientists have the thanks of the Department, but Gwen is apparently inconsolable.

Outside however, the afternoon has so far been simply delightful, a situation that is about to change.

A scream cuts through the music. It is a child's scream to start, but it is picked up by mothers and governesses across the grounds. There is something in the maze with the children!

By the time the player characters arrive, people can be seen both fleeing from the maze and trying to get back inside to rescue their children.

The adult Titanoboa has found its way into the maze from the nearby woodland. It has not eaten any of the children yet, but they are running frantically within the maze trying to escape it.

CONFRONTING THE TITANOBOA

As with the juvenile, the player characters are free to come up with their own plan, but time would seem to be of the essence. Anybody entering the maze should make an Ingenuity + Knowledge roll (Difficulty 15) to see whether they become

disoriented in the maze. Success means that they are able to carefully navigate. A Good Success means that they can move at normal pace, and a Fantastic Success means they can lead any number of others around with them with no further checks.

The confrontation with the Titanoboa has three phases:

1. In the maze.
2. Outside of the maze.
3. Fleeing back to the woodland.

Until the Titanoboa is injured, it remains in the maze and attacks anything that does not run from it.

Once it picks up an injury, it bursts out of the side of the maze, ignoring the paths and driving straight through the hedges. Free from the confines, it uses its great size and Tail Sweep to great advantage, attacking anyone in range.

If it sustains 4 points of damage outside the maze, it turns tail to flee back into the woodland. In this case, it only attacks those who chase it.

Davy points out that it may be heading back to the light in the cave.

CHASING IT TO THE SECOND ANOMALY

Without assistance, the Titanoboa will not go back through the Anomaly. It is going to need some persuasion. A party of beaters may be employed, both from the miners and the partygoers. This is enough to push the giant snake towards the cave.

While Montgomery won't suggest it, at this point in the story he is willing to give them their weapons back. This could provide some important firepower.

However, once the Titanoboa breaks cover near the cave entrance, it starts to feel cornered again and is likely to attack once more, using plenty of Tail Sweeps to thrash at its foes.

It needs a further 4 points of damage to get it into the cave. Once there, it makes one final attempt to grab one of the player characters. If successful, it heads towards the Anomaly, taking the player character with it. If the others are able to inflict another point of damage, the giant snake drops its prey just as it flees back into the light of the Anomaly.

Of course, if the team have already sealed the entrance to the second Anomaly earlier in the story then they have a different challenge; clear the path before chasing the snake through.

CLOSING THE ANOMALY

If the field team have repaired and powered their equipment, they can lock the Anomaly. Or they can wait and see whether it closes on its own if the Titanoboa has gone back through. Or they can use explosives to collapse the cave.

The choice is theirs and the other characters act under their instructions.

GOING HOME

Once the player characters gain their final Progress Point towards repairing and recharging their equipment, they have everything they need to return home.

The team may need to recover their weapons from Montgomery if they haven't done so already. They are held in the guard's quarters at the Manor. If they have acquitted themselves well, it takes just a Resolve + Convince roll with Difficulty 9 to gain them back. Unless they have already claimed it back from John Heel, there is still one weapon at the blacksmith's.

At this point, the player characters need to decide whether they intend to leave anything behind and they need to make clear how they are disposing of equipment they won't be taking with them.

The Anomaly is still apparently locked, but their altered devices should be able to unlock it, at least long enough for the team to go home. It takes a few minutes to set the device up. There is a nerve-wracking moment where it sparks and appears to die, only for it to burst into life and for the Anomaly to spring open with it.

But there's a problem. As the Anomaly unlocks, they come face-to-face with Humphry Davy.

DAVY MAKES HIS PLAY

Humphry Davy stands before the team knowing they are surely destined to go through the Anomaly. He knows that the lights lead to other worlds and he is a young man of 19 with a thirst for life and adventure. He wants to see the incredible world these people come from and is adamant that he has earned that right.

The team need to convince him to stay but it will not be easy. Davy has his heart set on the future. This is an opportunity for the team to thank Davy and convince him he is important in 1798; that he matters here and now. For Davy to return to the future with them would be disastrous but can they get him to stay without betraying his trust in them?

This should be a matter of roleplaying, to persuade young Humphry that he will go on to great things, but if a roll is called for then it is a contested Resolve + Convince. On a Success, Davy is convinced but keeps some technological artefact sufficient to inflict one Temporal Damage point. This is important as there may be some cleaning up to do after they've gone. The Anomaly Locking Devices alone are centuries ahead of Davy and they cannot be taken back to the present day.

They might offer a compromise. Davy asks to see the future just once. Just to be allowed to step through the light and see what the world looks like after he's gone. If they do this, Davy understands the need for him to put it behind him and he affects their cover-up back in 1798 – removing any Temporal Damage points that might have accrued.

HOME AGAIN

If they allow Davy to step through, he sees the large hall containing the Anomaly (now calmer than before) and towers of equipment he couldn't possibly understand.

If your ARC team includes Lester and Jess, they are there to greet the returning field team. They have been working out of a mobile control unit set up in the facility. Lester seems a little confused at finding himself shaking hands with Humphry Davy, and in an aside to the team he asks whether they are sure this is alright.

Davy has so many questions (especially if the name of the facility has been changed through Temporal Damage as described below), but so little time. He asks how long he has left, and fills that time with questions: how many elements are there? How is all this powered? When does man go to the moon? He wants to know it all. In fact, these are all the questions he asks while back in the cave if prevented from going through the Anomaly.

Lester reminds the team that they have little time. If there is a player character looking at Jess' computer screens, allow them the information, otherwise Jess announces that the Anomaly is destabilising. That is Davy's cue and shaking each of the team by hand one last time he walks back into the light.

The Anomaly can be closed through a controlled power-down in the reactor hall, which can be done from Jess's terminal.

EPILOGUE

With the field team back in the present day, they may have to face the consequences of their actions in the past while discovering just what was going on at the facility to cause the Anomaly.

RESEARCH DATA

The facility's research data appears to have been wiped under Finch's instructions. Not all of it however, only that connected with the linear particle accelerators involved in the appearance of the Anomaly. In addition, the offsite backup tapes are missing from storage. There is no record of who took them but there are not many with the authority to do so, Finch being one of them.

TEMPORAL DAMAGE

By exposing Davy's to future technology, there is a scope for Temporal Damage. This can range from the very minor, such as Davy's image being used on the five-pound note or the facility being named Davy instead of Newton, and up to wholescale changes in time and technology. The list below provides some options:

- Davy's image is now used on the current five-pound note, which makes any notes that were taken through the Anomaly at the start of the story appear to be incompetent forgeries.
- Certain high-street banks no longer exist, or conversely are more powerful - the result of Grimshaw's targeted investments.
- The Newton Facility becomes the Davy Facility.
- The field of electronics advanced a little quicker thanks to Davy's insights. Power levels on electronic weapons advance by one step, ranges on communications devices are extended, etc.
- Electronics have significantly advanced, but at the cost of chemistry and medical advances that would have been made had Davy retained his broader interest in science. Electronic equipment becomes more effective, but medical treatment is less effective than before the story.
- The technology remains at current levels, but this peak was reached fifty years earlier: the field agents return to their point of departure: 1963. Rock & Roll is being replaced by the Beatles, there is an HD TV in every home, the internet is growing faster than ever before, and the Cold War space race to Mars is being won by NASA.
- The world the field team returns to is in a state of economic war. Electronics advanced so quickly that the technology is now far in advance of that taken through the Anomaly, but resources are scarce and sovereign nations compete for the rare-earth resources to sustain their appetite for technology.

CONTINUING THE STORY: ESCAPING THE FUTURE

If the Temporal Damage was great, then the field team find themselves living in a world they do not recognise, potentially including alternate versions of any player characters left behind when the team fell through the Anomaly.

IDENTIFYING WHAT CHANGED

There are three possible points of change to be addressed. These are Grimshaw, Davy, and Leland. Grimshaw could use his wealth and knowledge of the future to steer industry and finance to his own benefit, Davy could apply his powerful intellect to different areas of science, and if technology or knowledge of the future made its way to the continent, the French could pour their resources into researching it, making technological advancements generations ahead of their time.

So a temporally displaced field team need to research what changed. They can do this using a library (or the plain old internet if that's around) and their Ingenuity + Knowledge against Difficulty 15. A Success highlights the circumstances that changed (one particular bank gaining prominence, or physics gaining more popularity than chemistry), a Good Success identifies who was behind the shift (Grimshaw, Davy, Leland, etc.), and a Fantastic Success pinpoints the exact moment of change (Grimshaw putting his money in one bank, Davy's experiments with electricity, the arrival of future technology in France, etc.).

RECREATING THE ANOMALY

With the divergence identified, the only way to escape this discordant future is to go back to 1798 and stop the divergence from happening. With the research data apparently missing, the player characters need to step outside due process to find the backup tapes. This can be done through detective work – finding out where the backup facility is, who visited the facility through the period when the tapes went missing, and then following the trail until the tapes are found.

For brevity, you can assume that the backups contain all the settings for each of the key pieces of equipment required to recreate the Anomaly. Doing so requires gaining access to the Newton/

Davy Facility, loading in the pre-programmed settings, and switching the system on.

This results in the red Anomaly as before. If there is a character with extensive knowledge of Anomalies in the team, they can make an Ingenuity + Technology roll (Difficulty 15) to modify the device settings to stabilise the Anomaly. This same roll allows for the Anomaly to be locked open by setting the equipment on override - it cannot be turned off without an encrypted pass code (or similar device). This allows the characters go through the Anomaly and prevent the point of change.

PREVENTING THE POINT OF CHANGE

With the information gained earlier, the characters need to find the individual behind the temporal damage. They could intercept Grimshaw's money, reason with Davy to prevent publication of his new works, or steal back their technology before it leaves Dover for France. The options are open to the Gamemaster and the players, but once the point of divergence has been addressed, the player characters can make their way back through the Anomaly to find that the timeline has been restored.

LIFE IN 1798

The world of 1798 is an interesting place. Its technology may set it apart but the same concerns of society, fame, gossip and wealth feel very familiar with the world the ARC field team have just come from.

INDUSTRY

Industry, fuelled by coal and driven by steam engines, is sweeping across England and beyond. Landowners either exploit their lands through coal mining or they build factories. These new industrialists become rich off the product of these mines and factories, rather than rent from tenants. The landscape is dotted with iron works and cotton mills, and thousands of ships are kept busy transporting goods to all corners of the world.

Young children and women work the fields and factories alongside men, usually earning much less while putting in the same hours. Those hours are often in excess of 12 hours each day, with just Sundays off.

SCIENCE AND TECHNOLOGY

The Age of Steam is a time when all manner of sciences advance rapidly, from engineering, to chemistry and even medicine.

Boulton and Watt Steam Engine

The principles behind steam engines had been known for many years, but James Watt developed an improved engine far more efficient than those that had come before. With the help of his business partner, Matthew Boulton,

Watt's machine soon became highly successful and many mining operations and factories relied upon them.

Vaccination

Dr Edward Jenner introduced vaccination against smallpox in 1796. This breakthrough would go on to save countless lives. However, this is still a time when many biological processes are not recognised or not understood. Doctors still prescribe and undertake blood-letting, making incisions in the patient's skin to draw off 'excess blood'. We may not be stuck with a belief in 'the humours', but we are not far off.

Chemistry and Physics

Humphry Davy is destined to be one of the most insightful and influential scientists of his day, with a broad interest across the sciences. He has read widely on the electrical studies of Volta and Galvani, gaining an understanding of electricity, but his own interests are so far towards chemistry, researching elements and the means to identify and isolate them.

This is the age of the gentleman scientist, men whose fortunes allowed them the time and the funds to research what interested them and to sponsor others to the same ends. Numerous societies were established, such as the Lunar Society and the Pneumatic Institution. These social groups provided both encouragement and a means of sharing research. The Royal Society is the ultimate reflection of this, though one that has an unimpeachable academic record - it is the society to which all scientists of the age aspire.

SOCIETY

This is an age of upheaval. Revolution still hangs in the air across Europe, the Americas only recently gained their independence, and as farming and industry become ever more mechanised the risk of a displaced and desperate workforce is very real.

We may be in an age before the railways, but the country is starting to be crossed by canals. These great engineering works make the transport of goods up and down the country easier and more efficient. And as the canals grow, so the navvies who build them follow the work.

The divide between rich and poor has never seemed so great and while a wealthy landowner or industrialist lives on £4000 a year, his workers scrape by on just a few shillings a week. And slavery is a very real blight in this time, and the trade in slaves isn't outlawed in Britain until 1807. Slavery itself is not abolished in law until 1833, but even in 1798 society understands it to be morally wrong.

DAILY LIFE

Of course there are the daily essentials of life that prove very different to the world of today. Shaving is a matter of soap and a straight razor, there is no central heating, no double-glazing, and indoor toilets are something of a rarity.

FAMOUS PEOPLE

King George III: The current king of the United Kingdom. His popularity has been increasing in recent years from its low point following the loss of the Americas.

William Pitt the Younger: King George's Prime Minister and has held that position for over 15 years, coming to power at the age of 24. His relative youth was the subject of much satire and mockery and the unimaginative continue to play upon it.

William Wordsworth: The pre-eminent writer of his age along with Samuel Taylor Coleridge, so there may be readings of their works at dinner or at the garden party.

Napoleon Bonaparte: Not emperor of France yet, but his known as a fearsome and effective general fighting in Egypt at this time.

EVENTS

France declared war on England in 1793, and while this is some years before Napoleon rose to prominence, invasion by France is considered a very real prospect. These French Revolutionary Wars on the continent have swung largely in France's favour, with coalitions of nations falling and individual countries negotiating their own peace treaties with the aggressor.

While all of Ireland is ruled from London, rebellion there is an ongoing concern, given that this forces England to consider troubles on two fronts. The rebellion runs May to October.

BEHIND THE SCENES AT THE MUSEUM

INTRODUCTION

This adventure introduces a Dark Future that looms over the world (see Chapter 9: The Near Future). Of course, the characters don't know that yet, but some of their future selves know it all too well and have hatched a plan. As well as introducing this potential setting, the adventure also drops the characters into the past and introduces them to another regular time traveller: Doctor Titania Mallory. She's met them before, but that may not help. It's a fast-paced adventure, with lots of opportunities for distractions, so you and your characters will have to be on your toes.

SUMMARY

1. The characters are invited to the reading of Doctor Titania Mallory's will. The only problem is, they've never heard of her. What becomes apparent when they show up however is she's heard of them. Titania is going to meet them in the past and she's

bequeathed 'gifts' to the characters to help them out. As the scene closes, an Anomaly opens and the characters go through.

2. On the other side they find Titania Mallory, holding off a horde of Terror Birds. They help her fight the birds off but in doing so lose their way of getting home, as the Anomaly is suspended in mid-air. Reluctantly, the group are forced to trek cross country with Titania, still fighting off the Terror Birds, to a pair of Anomalies. She takes one, they take the other and find themselves in the Natural History Museum in London in the 1950s. Titania Mallory, much younger than the woman they just left, is about to give a speech to the Royal Society.

3. The characters are, to their amazement, greeted with open arms and asked to corroborate Titania's findings. Just as they seem forced to massively damage history or betray a new friend, the Terror Birds follow them through the Anomaly and attack.

4. In the ensuing chaos, the group is split up and some characters are replaced by doubles from the Dark Future. The characters must also contend with human conflicts playing out in the museum, including a Russian spy desperate to recover lost information and prepared to kill to do it.

5. With the Terror Birds apparently subdued, the characters are in the process of wrapping things up when the birds break out of the Museum and sprint out into the London Underground, forcing the characters to pursue them and bring them down before serious damage is done to the timeline.

6. 6 & 7. The chase leads them to the abandoned Museum Street station, and this is where, if the evil doubles haven't made their move yet, they do so.

7. Aside from this, the characters also face the challenge of corralling the Terror Birds again and the horrific prospect of defusing an unexploded bomb, centimetres from the ground, as an Underground train hurtles ever closer.

THE DARK FUTURE

The Dark Future is not a nice place, and the characters who've survived (and thrived) there are no longer nice people. Their mission here in the present day (their past) is to prevent the characters from closing an anomaly. This plot allows you to substitute members of your party with these future doubles, and introduce a whole new element into your game. Their long-term goals are kept nebulous, allowing you to tailor it to fit future adventures – and any Dark Future of your own devising.

You'll need the cooperation of the players whose characters you plan on replacing for this adventure: bring them in on the secret, let them come up with their evil doubles from the Dark Future and have fun messing about with the rest of the group. Work with them before the adventure, or during a break, to come up with what motivates their dark selves. What makes them monstrous, what motivates them to be a villain? You can even add or remove a few traits or other abilities too, to reflect their future-selves, as well as handing them a few bonus Story Points for helping you out.

Of course, you might decide you don't want to introduce a Dark Future at all – that's fine, the adventure can be adapted to run without it, focusing instead on the time-travelling escapades of Doctor Mallory.

8. Once that's defused, the characters discover a second Anomaly in the Underground network that leads back to the present day. They subdue the Terror Birds again, preventing them from going through, and are transported back to the museum and through the Anomaly to their own time before locking that Anomaly shut.

9. The characters say goodbye to Titania and any other allies they may have picked up and head home.

ACT ONE

1. The characters each receive a written invitation. It's on high-end paper, precisely and neatly printed and it has the ineffable sense of being very old.

Anyone analysing the paper will find out it's roughly twenty years old. The invitation is addressed to each character specifically, citing their title if they have one (Captain, Professor etc) and reads:

> ***Left in the care of McDermott, Duffy and Tait, Solicitors at Law***
>
> ***You are, of course, a little confused by me writing to you as you do not know me yet. However, let me assure you that I know you and the adventures we shared, the sights we saw, remain as vivid in my mind today as they did on the day we did meet. Will meet. This process is nothing if not elegant, that is for certain.***
>
> ***Nonetheless, I am dead, otherwise you would not have received this card. My will be read at 11:25 am precisely one day from now at the location specified on the card. I have something to bequeath to you. Bring your field equipment, weapons, a hat and a sturdy field notebook. I assure you, you will need them all.***
>
> ***Doctor Titania Iphigenia Mallory***

The location on the card is pretty much exactly where you want it to be. It should be somewhere unusual for a will to be read, but other than that go wild. Here are a few suggestions:

The Giant's Causeway, Ireland: A 'pier' of volcanic rock, the Causeway is bleak, windswept and a nice lead into the action sequence that follows.

Malham Tarn, Yorkshire: A huge limestone plateau towering over a small village. Be mean; have the Anomaly open just off the edge of the cliff.

Holy Island, Aran: A tiny island just off a slightly less tiny island in the Firth of Forth. It's notable for having a sheer drop almost all the way down to the sea on the far side.

Hesperides House, London: One of several properties owned by the Mallory family, Hesperides House is named from the God of Sunsets and is crammed full of memorabilia from the family's past.

Wherever you choose, it should be unusual and eye catching. The characters are already in a very odd situation and the location should emphasise that. They arrive, and find they're not alone. Already there, in the best tradition of such things, is a very confused looking lawyer. She introduces herself, asks to see the invitations the characters received and in return shows them her own. It asks her to make sure the characters are all there and also to get the will read by no later than 11:25 am. It's now 11:15.

The will itself is relatively short, and makes it clear that the vast majority of Titania's resources are already the property of the family. However, she has several items she wants to bequeath, one for each character. You can play with the list or amount each one receives, dependent on the group, but the list looks like this:

- Two boxes of Lee Enfield bolt action rifle ammunition, still immaculate despite being several decades old.
- A lockpick.
- A pair of wire cutters.
- London Underground tickets, dated 5th January 1950.
- Ivory white envelopes marked with the address of the Natural History Museum in London.

DOCTOR TITANIA WHO?

Characters who've been paying attention will notice that Titania and Captain Beatrice from the previous adventure, the Wild Wild Sea, share a second name. They may also have been told by Beatrice that her grandma was a scientist who was unusually fond of dinosaurs. As a result, they may want to ask Beatrice a few questions.

Obviously this will change depending on what you did with Captain Mallory in the previous adventure, but if the characters do go and talk to her, she'll tell them that her grandma spoke at the Royal Society in the 1950s, worked at game preserves throughout the 1960s and spent forty years travelling the world often alone and always self sufficient, helping out where she was needed. She speaks of her grandma with tremendous fondness and will want to come along if the characters tell her why they're asking.

If she does, you could opt to have her come along. There's a lot to recommend it, if nothing else you could have her already replaced with her evil timeline double and serve as a useful NPC lever to keep the group on course. Alternatively, you could always modify Titania's note so she specifically requests that the characters come alone.

- An Anomaly Detector, exactly the model they're issued with.

This last one should worry the characters somewhat. Anyone examining it will see it's clearly been modified, but it's their model. It's also been battered to hell, the screen's cracked and the power pack has been swapped out more than once but it's still functional.

And starting to ping.

Again, this is an opportunity to steer the adventure how you want it. If you want the lawyer to be curious about this extremely odd case, then have her stick around and someone make a Presence + Convince roll (Difficulty 14) to persuade her to leave. There's certainly a lot of comedy potential in frantically hustling her out of the area as the Anomaly begins to form behind her. Alternatively, have her leave, be unconcerned and at 11:25 the Anomaly opens.

2. The characters step through the Anomaly and must instantly make Coordination + Athletics rolls (Difficulty 12) as they plummet three metres through the air. They're on a land bridge, little over one metre wide, running between two cliffs over 150 metres tall. The ocean crashes beneath them and anyone looking will notice immense fins and flippers cutting the waves. The ocean is alive and the only thing standing between them and it is one metre of thin, wobbly slate. The Anomaly is in mid air, three metres above them.

And that's the good news.

The bad news is that in front of them, a herd of six Terror Birds are sprinting headlong towards a woman on a nearby hill. As the characters watch, she raises a rifle to her shoulder and fires. One of the birds drops, and she's already killed five. She looks up, yells: "TITANIA MALLORY, PLEASED TO MEET YOU! LEND A HAND?!" and keeps firing.

Have the characters make an Awareness + Survival (Difficulty 10) roll. The land bridge rocks slightly as, behind them, another two Terror Birds step onto it, hungry eyes locked onto the characters.

That's the really, really bad news.

Terror Bird Stats

Awareness 4 Coordination 4 Ingenuity 1

Presence 4 Resolve 6 Strength 9

Speed: Fast Size: Big

Maximum Threat: 12

Threshold: 4 (Always attacks)

THE NUCLEAR OPTION

Of course, if you wanted to enact sudden, horrific temporal change early, have Titania Mallory die here, in the past, long before she sent the characters the messages. It will completely alter your timeline (and as we're about to find out there are plenty of other people wanting to do that) but for shock value it's worth considering. This is Titania before she got married and had children so if she dies here, the most immediate effect will be the characters will be the only people to remember Beatrice Mallory, a woman who now never existed and 20 Temporal Damage will be caused.

RUNNING THE FIGHT

The fight has two defined points: that Titania needs to stay alive through it and secondly the characters need to work out a way to defeat the Terror Birds. For DHI teams, this is probably going to be fairly easy and involve quite a lot of guns. That's fine, as you can see Titania has no problem resolving situations with firepower. However, if you're looking to kill as few Terror Birds as possible, the fight gets a lot more difficult. Here are some suggestions for things your characters might do and beats to drop into the fight:

Feeding Frenzy: Running headlong at the Terror Birds, a Coordination and Athletics (Difficulty 15) roll, is enough to require them to make a Resolve roll (Difficulty 16). If they fail, they barge each other aside and plummet off the side of the bridge, forgetting their own safety in their desperate need to feed.

One of their own: If your characters are a) unusually practical and b) have strong stomachs, they may cover themselves in the scent of the dead Terror Birds. This will instantly cause the existing Terror Birds to break off the attack although they will keep searching for the characters. Treat this is as a chase and have the characters make Resolve + Survival

(Difficulty 14) to not gag whilst covered in the scent. If they do this for six turns, the birds leave.

Planning Ahead: If your characters are very clever and sent something through the Anomaly first, they'll know about the land bridge and where the Anomaly is situated in relation to that. They could have attached a rope to something on the far side and climbed down, or even left some members of the party on the other side and can call in back up if needed.

Policing Up Brass: Or perhaps more accurately, Titania's brass. Leave it up to your characters to decide whether or not to recover their shell casings after the fight. They're tiny little bits of metal in the geologic scheme of things and a lot of characters won't think they'll have any lasting effect. If this is the case, just record 3 Temporal Damage and move on. The past remembers, even if the future forgets.

Eventually, the fight will conclude and the woman on the hill will smile and introduce herself. Dressed in a long shirt, a leather jacket, sturdy boots and work trousers, she is of course Titania Mallory, whose will they've just heard read. She's brassy, charming, completely honest, totally up front and utterly proud of herself, handing the characters a camera and posing with the nearest dead Terror Bird. She'll also happily explain the following:

- She's Titania Mallory, a palaeontologist and botanist.
- She was born in 1923.
- The year she left was 1955.
- She travelled through an Anomaly in the Natural History Museum in England.
- She's currently working on her second thesis for the Royal Society. The first, she says if pushed, had 'some difficulties'.
- She's been 'in country' for close to a week following the Terror Birds and making note of their general habitat and behaviour. Today she made her first mistake when the wind changed and she was suddenly down wind of them. They attacked her instantly.
- She's met the characters before.

This is where things can get a little complicated, both for you and the characters so it can be broken down like this:

THE LIFE AND TIMES OF TITANIA MALLORY

So when did the characters meet Titania for the first time? Whenever you want them to. This is their third meeting, their second is at the Natural History Museum in 1950 and as for any future (or past) ones that's up to you. Titania's an interesting NPC, and the more the characters spend time with her the more they'll realise exactly how experienced a time traveller she is. Conversely, after a while several questions should begin to emerge in your characters' minds: why was her work never made public? Why was her work never donated to ARC? How many times did she travel to? What does she know about their future?

- This is the first time the characters have met Titania, it's the second time she's met them.
- If pushed, she won't be drawn on how they first met ("Time, dear, all terribly complicated. Like a Swiss watch the size of the universe.") but will assure them that their second meeting was a lot of fun.
- She's massively enthusiastic, clearly brimming over with excitement and bursting to tell them, but she won't. Anyone making an Awareness + Knowledge roll (Difficulty 12) will notice a small pink scar peeking out from under Titania's jacket. If asked about it she will be visibly uncomfortable, describe it as "that old thing" and assure the character involved that it's fine and it won't be their fault when it happens. She won't be drawn further on the issue and will eventually remind the characters that they have more pressing concerns, such as the Anomaly and getting home.

GETTING HOME

The Anomaly is three metres above a one metre wide land bridge which is in turn 150 metres above the ocean. The characters have what they brought through the Anomaly with them. Titania has a rifle and a tent. The chances of them getting back through aren't high, but here are a couple of ways they could:

Human Pyramid: It's entirely possible your group is crazy enough to form a human pyramid to get one person through the Anomaly, who can then feed a rope back to the others. If they really want to practice what amounts to cheerleading

floor drills on a rickety, one metre-wide rock bridge over a hundred metres above an ocean swarming with prehistoric sharks and predators, then let them.

The people on the bottom level need to make Coordination and Athletics rolls (Difficulty 14) to keep stable, and again at Difficulty 16 in order to keep stable when the person climbing through begins to climb. For their part, the climber needs to make Coordination and Athletics (Difficulty 16) to get up to position and a further roll at Difficulty 16 to climb through. Once there, they can secure a rope and pull the other characters through one by one (Strength + Athletics) or just feed a rope through.

Pendulum: If your characters have brought rope with them, and are insane, they can tie off the rope to one cliff edge, tie the other end to a character's harness and play the rope out. If they work out the maths correctly (Ingenuity + Athletics), the character on the rope will pendulum down parallel to the cliff and, at the highest point, hit the release on their harness. They will then sail through the Anomaly and back to the present day. It's incredibly important the characters get the maths right.

The Short Road Home: If your characters can get home, let them. There's no harm in letting this part of the adventure wrap early and if you try and force them down a glass corridor where the only option is them being marooned, no one is going to have any fun. So, if they can get out, let them. Titania will assure them she has her own way home and take her leave once they're all safe and they can return to their superiors with a story about a very odd adventure…

Of course, on the way home, they could be routed to an Anomaly that will take them to Act Two…

Forcing the Issue: Alternatively, the Anomaly could simply close once the characters come through it. Opting for this means you could even place the Anomaly somewhere else, making it much more accessible but still closed to the characters. This forces the issue and puts the characters squarely at the mercy of Titania and her route here, which, she calmly assures them, is perfectly safe. If your characters want to wait for the Anomaly to re-open, let them and work through whatever their scheme is when it does, or alternately, have another herd of Terror Birds start towards them, encouraging them to turn and run.

Regardless of how you get there, sooner or later your characters will either get back through the Anomaly or realize they can't. If they can't, then

Titania will assure them that she has her own way out and lead them across the open countryside to a nearby forest. Again, you have the option of just having her take the characters straight there or throw in another couple of encounters such as:

Mooching Megatherium: A horde of immense ground sloths are, unsurprisingly, fast asleep in the characters' path. Whilst the creatures are harmless, the detour around them would take too long and if woken up in a hurry, they are strong enough to cause serious damage. The characters must sneak through them, making Awareness and Athletics rolls (Difficulty 14) to succeed.

Awareness 2 Coordination 2 Ingenuity 1

Presence 4 Resolve 4 Strength 14

Speed: Slow Size: Huge

Maximum Threat: 16

Threshold: 10 (1-5 Attacks, 6 flees)

Earth Shaker: The characters discover a new gorge has ripped itself into the landmass in front of them. Almost 20 metres wide, it's impossible to cross without rope. If they do they must make Strength + Athletics (Difficulty 14) rolls or Strength + Athletics (Climb) (Difficulty 12) to get across. Otherwise, they must trek a couple of hours in country to cross the gorge at its narrowest point.

Thirty Seconds to Home: Alternatively, you could have the group arrive at the hilltop above Titania's Anomaly. Or rather, Anomalies. Two of them sit side by side, glittering in the afternoon sun. Glittering and fading as they're preparing to close. The characters must sprint downhill, a Strength + Athletics (Difficulty 10) roll to get there before they close. As they get closer, Titania will yell for them to take the right hand Anomaly. If they have time to ask, she tells them she's camping in the Eocene, which is through the left hand one.

GOODBYE, DOCTOR MALLORY

Whether sprinting or walking, the characters part ways with Titania at the two Anomalies. She assures them she'll be fine, and if they've told her the circumstances of them getting here, she tells them to say hello to her the next time they see her. She clearly suspects that's much sooner than they do. Finally, she smiles, steps through the Anomaly and vanishes. The characters do the same and…

WHERE HAVE THE EVIL DOUBLES COME FROM?

The evil doubles have tracked the characters and followed them through the Anomaly they were initially called to. They subdued the Terror Birds and planted subcutaneous control collars on them and are roughly half an hour behind the characters. Their plan is to use the Terror Birds to cause chaos and substitute as many of their group as possible for the characters by splitting the team up. They won't, and can't, kill their double, but they can incapacitate them and take them back to the Dark Future.

HELLO DOCTOR MALLORY

… appear in a huge, vaulted hall. A massive, three-tier staircase is in front of them leading up and to the left and right, where entire galleries are lit and crammed full of exhibits. The Anomaly has opened in a storage closet and as the characters close the door behind them, they realise where they are: the central hall of the Natural History Museum in London. Covered in sculptures and reliefs, it's one of the largest, most impressive buildings in the city and sitting in the centre of this colossal lobby, in a neatly typed font is a sign that reads:

The Stitches of Time: A Talk About The Past, Present and Future

Presented by Titania Mallory,

5th January 1955

Invite Only.

ACT TWO

3. This section is going to present the biggest challenge to the GM because you not only have to swap at least some of your group out but you also need to decide whether this is a straight-up action sequence or has a couple of extra human complications thrown in. On top of all that, as well as getting home, the characters have to deal with Titania again, her very unusual lecture and exactly how much they can tell people in the past.

Oh and of course the Terror Birds.

ARRIVAL

A guard arrives almost as soon as the players do and they have the option of hiding. If they want to, let them. Let them sneak around the museum for a bit if they like, they'll just hit certain things sooner (for example, their evil doubles). Alternatively, if you wanted to be a little mischievous, have the guard knock on the door of their hiding place and politely wait until they come out. Or have them face him off regardless – he's polite, friendly, asks for their invitations (which they, or he, will eventually work out are in the envelopes they were bequeathed) and then lead them through to where the talk is being held.

He'll happily answer questions too, telling them the following:

- Doctor Mallory is expecting them.
- She told him they would be coming from out of the city, straight from the airport and would be tired.
- Refreshments have been laid on.
- The lecture? Is starting to not go well.

THE LECTURE

When they find Titania, she's noticeably younger. Standing at a podium, backed by a set of impressive looking *Megatherium* fossils, she's not quite as physically fit as she was before, but also not as drawn. Anyone who noticed the scar on her arm when they met her in Act One will notice that she's wearing a short-sleeved blouse here and the scar isn't present.

What should become apparent straight away is that the lecture is far more open than the characters were expecting. Titania's talking about time as a river, and that like many rivers it folds in on itself and you can sometimes step across to the other bank. It's all carefully couched in the theoretical, and she's just about got the audience's attention, until she tells them that she has done exactly this. Half of them laugh, the other half are professionally offended and begin loudly shouting her down. The characters are left with several choices:

Intervene: They could always step in and provide assistance, telling the audience that Titania is right and they have proof. This will cause Temporal Damage straight away (or will it? See later), but it can be done.

Flee: They could just run like hell, maybe resolve to go back through the Anomaly, take their chances with the Terror Birds and hope the Anomaly home has opened. If they decide this, let them, and throw in whatever you want to. For example, the Anomaly in the side corridor is closed, the Terror Birds have come through it already, the Terror Birds are on the other side, there's a forest fire, whatever you want to do.

Assist: Titania will recognise them straight away and welcome them forward, insisting that these people are her learned colleagues and that they can provide the audience with the proof needed. She asks them about the future, about their own time travel and their recent adventures and the characters have the choice of confirming her story or decrying her as a loon, something she will be extremely angry

OPTIONAL COMPLICATIONS
SIR MATTHEW LESTER

Sir Matthew Lester is a highly skilled astronomer and chemist who, due to his unusual skill set, was quietly recruited by the Special Operations Executive (SOE) during the war. He has since been moved into the civil service, albeit the military intelligence side of things, and makes a habit of coming to the more esoteric lectures the society gives. Sir Matthew is the only member of the audience to not react with scepticism to Titania's lecture. In fact, he thinks she's absolutely right and has uncovered evidence of several unusual disappearances from the Victorian era (a chance to tie in Emily from Series 5) and thinks this may be the answer to where they went and also to the future defence of the realm. He intends to stick very close to both the characters and Titania to find out. Sir Matthew is also James Lester's grandfather, showing that time travel really is a family affair.

Awareness 5 Coordination 4 Ingenuity 5
Presence 5 Resolve 4 Strength 3

Skills: Athletics 3, Convince 5, Fighting 3 (Boxing), Marksman 6 (Pistol), Science 6 (Astronomy, Chemistry), Knowledge 6 (Intelligence), Subterfuge 5.

OPTIONAL COMPLICATIONS
DOCTOR NATALIA LUCHENKO

Natalia Luchenko is already a member of the Royal Society, a Russian scientist whose pioneering work in cartography led to the first successful mapping of the currents of the Bering Straits. Doctor Luchenko is driven, gifted and the youngest member of the Royal Society. She is also a KGB officer present tonight with one mission: to gain access to the sealed Northwest Gallery, where, during the war, the Special Operations Executive field tested their equipment. A copy of every file taken during the war, every agent dossier, every operation, was concealed in that gallery when they left. Natalia's job tonight is simple: find it.

Awareness 3 Coordination 4 Ingenuity 3
Presence 3 Resolve 6 Strength 3

Skills: Athletics 4, Convince 4, Marksman 3 (Pistol), Science 6 (Cartography), Knowledge 6 (Intelligence), Subterfuge 5.

The Rabbit's Foot: The North-west Gallery is locked. This is where, during the war, SOE tested various pieces of spy technology to help their operatives. It's also where the item Natalia has been sent to recover is located. As to what is in there, that's up to you: perhaps it's a series of unusual fossils (like those bullet cases no one thought to pick up) or maybe it's simply where a list of every British intelligence agent currently active in Europe is hidden. Perhaps it's a treasure trove of Anomaly research. Perhaps the Russians have a good idea about this, and have sent Natalia to try and find out what the British know. Perhaps the Russians have no idea about the Anomalies and are searching for something else in the North-west Gallery. This one's entirely on the GM. The North-west Gallery can be entirely tangential to the plot or utterly vital. Go with what works for you.

Licence to Kill: To make matters simpler, and infinitely less pleasant, have Natalia sent to the meeting with one simple mission: kill Matthew Lester, make it look like an accident. She may even be tipped the nod by the evil doubles from the future, to add an extra level of chaos just before all hell breaks loose. She may even have a crisis of conscience and go back on her orders, warning Matthew and lumbering the characters with even more to do. The choice is yours.

about and which offers some nice roleplaying opportunities to talk her round.

Whether they assist or not, the question of Temporal Damage will loom over the entire conversation. On the one hand, very little could cause more damage than confirming the existence of Anomalies decades before their 'official' discovery. On the other, Titania remembers them being here, invited them to the lecture, so surely their actions can't do that much damage? It's an interesting moral dilemma, and one the characters have to discuss in front of a room of increasingly belligerent scientific minds.

It's the GM's call as to whether this causes massive Temporal Damage or the characters arriving closes the time loop. There's already a divergent future of course and this could be a contributing factor to it but that's entirely optional.

4. All Hell Breaks Loose: At a dramatically appropriate moment, there's a screech from downstairs, followed by a scream cut very short. Anyone looking over the balcony will see the Terror Birds, two at first, stalking out across the Central Gallery, the dead guard at their feet. They look up at the assembled horde, screech and charge.

The audience run for their lives, while the characters and Titania (and Sir Matthew and Natalia if you're that way inclined) stand and fight. Or run and fight, after all these are Terror Birds. Once again, how you play this combat is up to you, but here are some suggestions for plans:

Divide and Conquer: The Birds will split their prey into groups, and the characters must decide whether to stick together or defend the groups of scientists as best they can. This of course makes the task of switching some characters out for their doubles much easier.

Lockdown: Every door to the outside is locked, which is not in and of itself sinister. This is a private affair after all. However, anyone checking the room where the Anomaly the characters came through is situated will find something very disturbing: the Terror Birds' footprints and, next to them, booted footprints walking in single file.

Skeleton Crew: One of the Terror Birds hops up onto the plinth the dinosaur is on. Coordination + Marksman (Difficulty 15) will shoot out the supporting cables, sending the dinosaur skeleton crashing down onto the bird and causing 4/8/12 Damage.

Belly of the Whale: Well, the top of the whale to be more precise. A Coordination + Athletics roll (Difficulty 16) will

get the characters up on top of the famous, life-size blue whale model the museum has. From there they can snipe at the Terror Birds.

Law of the jungle: The museum is in the middle of a refit, and a lot of exhibits are both out of place and more accessible than they otherwise would be. The characters could set up stuffed animals to confuse the Terror Birds and use their distraction to knock them out.

All Downhill: The immense cross section of Sequoia at the top of the central stairs can, with every character rolling Strength + Athletics (Difficulty 16) be rolled down the stairs like an immense bowling ball. If the Terror Birds fail to get out of the way, the Sequoia section will do 6/12/18 damage.

As before, exactly what the characters want to do will depend on who they work for, with ARC concerned with containing and returning the creatures and the DHI quite happy to kill them.

Stand Your Ground: The characters track the Terror Birds to one of the side halls where a group of Royal Society members are fending them off using prehistoric spears and equipment to surprisingly great effect. The battle is oddly timeless, and the birds are so fixated on their prey that the characters have the drop on them if they decide to engage.

Blood in the Water: The characters follow a trail of blood to one of the museum offices off the Main Hall. There, they find Sir Matthew, badly hurt, with a service revolver in one hand. He's been attacked, by Natalia, and is waiting for her to try and finish the job. However, whilst he's clearly in need of assistance, any character making an Ingenuity + Science (Palaeontology) roll (Difficulty 14) will realise that Terror Birds react to the scent of blood and yet they haven't reacted to him. On the one hand, this could be used as a tip off that something is wrong with the Terror Birds and how they're acting. On the other, it could give the characters the idea to use Sir Matthew, with his consent, for bait.

Control: Any character looking at the downed Terror Birds close up will make an Awareness + Knowledge roll (Difficulty 15). If they make it, they notice the birds seem to have had subcutaneous

MEANWHILE, BACK AT THE TERROR BIRDS

The evil doubles have been tracking the characters since the ORCA incident and came equipped. They came through the Anomaly from the present with climbing gear, tranq rifles and control collars that shock the Terror Birds into obeying them. The plan is simple: replace some of the characters, return 'home', gather further intel. They know exactly what they need to do and, whilst they have some problems hurting 'themselves', they're also very aware of what the future holds if they fail. Feel free to play the fight as very even, maybe even with the doubles visibly troubled, but this is survival, and in survival, it always comes down to the survival of the fittest.

MUSEUM UNDERGROUND STATION AND THE CURSE OF AMEN-RA

The Natural History Museum was a fascinating place during the war, with everything aside from the time travel and Terror Birds described here, actually happening. Most of the exhibits were moved out to country houses to protect them and the museum itself shut down, at least to the public. The Special Operations Executive, the British intelligence forces of the time, used several galleries to test James Bond-like gadgets, safe from the prying eyes of the general public. Hence, Natalia Luchenko and her interest in the Northwest Gallery.

The Museum Underground Station is one of many that are no longer in use in the modern day. It's actually situated near the British Museum rather than the Natural History Museum, so there's the opportunity to have a chase through the streets between the characters and unconscious Terror Birds if you want. Alternatively, for the sake of expediency, have an entrance to the Underground in the Natural History Museum – it's time travel, no one will notice…

Museum Station is also notable for the fact it's supposedly haunted by the ghost of the daughter of Egyptian Pharaoh Amen-Ra. She, legend has it, screeches so loud that her screams echo up and down the surrounding tunnels. Almost like a Terror Bird's screech.

devices installed in their necks. Anyone breaking one out and examining it will recognise it as similar to the control devices Oliver Leek surgically implanted into the Future Predators. Something is clearly, very, very wrong and if the characters who find this out are separated from the group, they'll be the ones that the doubles make their move on.

No One Ever Thinks of the Henchmen: An Ingenuity + Technology roll (Difficulty 14) will allow these characters to trace the signals the collars are receiving to a nearby loading dock. There, they find a truck, the engine idling and a man they don't recognise in the driver's seat. He's Alfie Gardello, a local thug and he's about to have a very bad night. Alfie was paid to do one thing: park in an appointed spot at an appointed time. He was paid in cash, ordered not to look in the back of the van and if accosted by the characters will tell them the one thing they don't want to hear: he was hired… by them. This is the biggest clue yet that the characters are being hunted by their alternate selves and, if they've already encountered the Terror Birds with control collars on, this should really put them on their guard.

ALFIE GARDELLO

Awareness 3	Coordination 4	Ingenuity 2
Presence 2	Resolve 3	Strength 5

Skills: Athletics 4 (Boxing), Marksman 2 (Pistol), Transport 3 (Truck), Subterfuge 3.

Anyone looking in the back of the van will find either a large, automated radio transmitter or more viably the characters' evil doubles. They'll knock out the characters as quickly as possible, then take their place.

The Evil Doubles Make Their Move: As mentioned elsewhere you can do this pretty much anywhere in this act. The favoured method is that just as a group of characters get the upper hand on the Terror Birds, there's a screech behind them. They turn and see three more, stalking towards them, all with electronic control collars on. Walking next to them, smiling, and impossible, are the characters. A brief fight ensues and they're knocked out and replaced by their evil doubles. Alternatively you could have Titania already replaced and she leads them directly into a trap. Or perhaps have the Terror Birds herd them towards the North-west Gallery, sealed because their doubles are waiting there.

Titania's Scar: Everyone remember Titania's arm scar from the previous act? She gets it in this one during a fight. Doesn't matter which fight it is, she just gets too close to a Terror Bird and gets her arm torn open for her trouble. If you want to add extra dramatic effect, have it be down to a character not getting there fast enough, or someone's mistake. Also, if you want a reason for her not to accompany the characters to the Museum Underground Station for the third act, this is a pretty good one.

WHAT IF TITANIA INSISTS ON COMING WITH THEM?

If Titania insists on coming with the group, or if they ask her to come along, it's no problem. In fact, it actually helps the veracity of the doubles if the characters are all knocked out together and all wake up together. Either way, don't be afraid to keep her around for this sequence, but remember she's staying put when the adventure closes. Sir Matthew has work for her to do.

5. If you don't replace any characters in the museum, the adventure works just as well with some of the original characters intact. The Terror Birds are eventually all subdued, the Royal Society members rescued and Titania taken to one side for a long talk by a hopefully still alive Sir Matthew. The characters will of course, end up listening in or being involved in this conversation and what becomes clear, to their immense relief, is that this is actually the closing of a Time Loop. Sir Matthew is talking about what cover story to use to one of his colleagues at the same time as giving Titania funding to continue her explorations through the Anomalies. Even as he's speaking, several police cars, with curiously plain clothes officers, are arriving outside. British intelligence have the matter in hand and the Lester family talent for covering up the more uncomfortable truths of the world is clearly in full effect. Alfie, out in the truck, if they've not found him, is told to drive away and vanish, which of course he does. Alfie's family, a generation later, are professional radio manufacturers and leaders in the field. The evil alternate future may be evil, but it helps out those who help it.

As the discussion continues however, the characters will start to wonder about how both they and the Terror Birds are getting home. Which is a perfect time for a Terror Bird to lurch zombie-like to its feet and sprint from the hall, screeching as it goes and heading for an entrance marked 'MUSEUM UNDERGROUND STATION'.

A second later, the others follow, their manner horrific and ungainly, as though they were still unconscious – which in

fact they are. The control collars are so advanced that they use the birds' own nervous systems to 'fly' them autonomously. Accompanied, at the very least by Titania, the characters set off. Thanks to her in the future, they even have London Underground tokens.

ACT THREE

6. Where you are at this point depends on the answer to one question: Have the evil doubles made their move yet?

If all of the group has been replaced before the end of Act Two: The timeline fractures here, Anomalies and creatures go public in the 1950s rather than threatening to in the closing years of the century, and the Dark Future starts earlier instead. Anomaly research becomes government funded as part of the Cold War, exploration becomes the remit of the military and the discovery of the worms takes place decades earlier but everything, including environmental collapse, happens quicker. There's a price to be paid for progress and if the characters do opt to break the timeline this early then they do between 10 and 20 points of Temporal Damage straight away. And let's face it, if they break the timeline here there's no guarantee it'll be their future they get to return to.

That being said, there are very few things more fun than either a frantic chase across a busy London street between a group of characters and a flock of carnivorous birds the size of an SUV, or letting those birds run loose. If none have, then the characters are running hell for leather into the perfect opportunity to swap them. This could be exactly what the evil doubles want, a nice quiet spot where they can make the change with impunity and then head back through the Anomaly to their future. If this is the case, then you have a foot chase down to Museum Underground Station, with the semi-conscious Terror Birds careening through the foot tunnels until they lead the characters directly into a trap. Here are a few action beats you can throw into the chase:

Follow that bird! The characters flag down a taxi to catch up to the birds. The driver has Transport (Taxi) so rolls with no penalty, although characters with the correct driving skill won't be penalised either.

Taxi

Armour 2 Hit Capacity 14 Speed: 10
Size: Large

Enclosed, Fast

Rush Hour: The theatre district has let out and the birds run headlong into an Underground station filled with commuters. Surrounded by prey, and hungry, they slow and will attack a random passer by in one turn unless the characters stop them.

Oncoming Traffic: The birds will reach the Underground in eight turns, and when they do, will head straight for the cool, dark spaces they associate with their nests. These spaces are also inhabited by trains and the characters must race to catch one Terror Bird before it has a head on collision with an Underground train, irrevocably changing the future as countless bystanders are injured.

If some of your group have been replaced before the end of Act Two: The evil members of the group may be content to let things play out. Events proceed with getting the Terror Birds back under control and the fake 'answers' provided below.

Alternatively, if you wanted the entire group to have been replaced, there are countless opportunities here to finish the job, especially the ones detailed below. Of course, it could go any one of a number of ways and here are some suggestions for how to deal with having 'the talk':

Be reasonable: Perhaps the other characters sit the un-swapped characters down and explain to them that it's necessary, that their future will be better, or at least be the one they're from. This is one of the best ways to show just how different the Dark Future is, and who knows, maybe indirectly drop in some clues as to how to defeat them later on in your game.

One of us, one of us: Simply round on the remaining characters and fight them until they're subdued. It's not big, it's not clever and it's certainly not diplomatic but it may well get the job done.

Run Rabbit Run: If they get away, let them flee down the tunnels and run into all the other problems discussed here (oncoming trains, other 'snatched' characters). Give your characters as much rope as

I CAN'T DEFUSE A BOMB!

There's a good chance by this stage that the group are running low on Story Points and they may not have the necessary skills at all. In that case, don't be afraid to have Titania, Sir Matthew or perhaps more plausibly, the army show up on Sir Matthew's orders and deal with the bomb. If the characters need to rest, let them. They've had a hard night and they're not quite done yet.

they need to hang themselves. The Dark Future is coming for them, it's just a matter of when.

Remember, not everyone has to be replaced but if you decide to go the whole hog, then the above gives you a place to start.

If none of your group have been replaced before the end of Act Two: Once the characters enter the tunnels, their evil counterparts are ready and waiting. Museum Station has been closed off for some time and the evil counterparts have had plenty of time to rig it with booby traps. As soon as the characters arrive, they launch their attack:

Station Doors: The doors drop and lock shut as soon as all the characters are inside, separating the group. These are metal blast doors too, not the fencing you're used to seeing on the Underground. Awareness + Technology (Difficulty 15 will lead the characters to spot the wiring set up to drop the doors, and a pair of further rolls at Difficulty 16 will be enough to lift them.

Knockout Gas: If the characters don't manage to get the gates up, they find themselves trapped in one of the overpass corridors that runs over the tracks. Knockout gas is then pumped in, causing Resolve then Strength damage until the characters either pass out or unscrew a

ventilation grate that drops directly down onto the tracks (Strength roll).

The Tracks: If the characters drop and land on the tracks, 3m beneath them, the Damage value is 3. If the result is Disastrous, such as they touch or land on the third rail, the character must roll Strength + Resolve to find out how bad the Damage is – as described in the *Primeval Core Rulebook*.

Catch, No Release: If the characters escape the doors, the gas and the tracks, then their evil doubles snipe them with tranquilliser rifles. Use the Horse Tranquilliser stats on page 117 of the *Primeval Core Rulebook.*

7. Once you've worked out who's going to be replaced and the deed has been done, the characters can finally 'discover' the truth behind what's been going on. There's a second Anomaly in the Underground, one which the Terror Birds appear to be attracted to. An Ingenuity + Knowledge (Biology) Difficulty 12 roll will allow a character to figure out that the birds navigate through magnetic fields and must have been attracted to the Anomaly. Alternatively, you could just have one of the replaced characters spout this and make a Convince roll, or roleplay to convince the others it's true.

Anyone testing the Anomaly will step through onto an alley backing onto a busy London street. It's clearly the present day and they'll be able to return home through here. Of course if you wanted to subject your group to still more wilderness trekking, they could just go back through the original Anomaly with a ladder. But that's up to you.

Regardless, once the group are in the Underground their problems are over. Except, of course, they aren't. As well as the logistics of getting the subdued Terror Birds back to the museum undercover (if you're using Sir Matthew here, he'll have the roads cleared or show them a tunnel that doesn't officially exist), there's the small matter of disentangling themselves from Titania and co and getting ready to go home.

And then of course there's the bomb.

8. The chase, and the simple logistics of moving a couple of dozen tons of carnivorous bird through tunnels still shaky from years of bombing has had a couple of very noticeable effects. The first is a series of cracks in the tunnel walls which, in future years, will be instrumental in the section of track that runs through Museum Station being shut down. The second is the minor landslide that shorts the doors, blocks the characters from the Anomaly that will take them home, and pushes a 100kg high explosive bomb from where it was lodged in the ceiling within centimetres of the floor of the tunnel. The bomb has a contact fuse in its nose. If the nose touches the floor, everyone within a 30 metre radius will die instantly.

The characters should now know why Titania bequeathed them a pair of wire cutters.

Defusing the bomb: Defusing the bomb as a series of rolls looks like this as an unskilled roll.

Resolve + Technology (Difficulty 12) – Opening the casing.

Resolve + Technology (Difficulty 14) – Removing the fuse.

Resolve + Technology (Difficulty 16) – Isolating the secondary trigger.

Resolve + Technology (Difficulty 18) – Cutting the right wire.

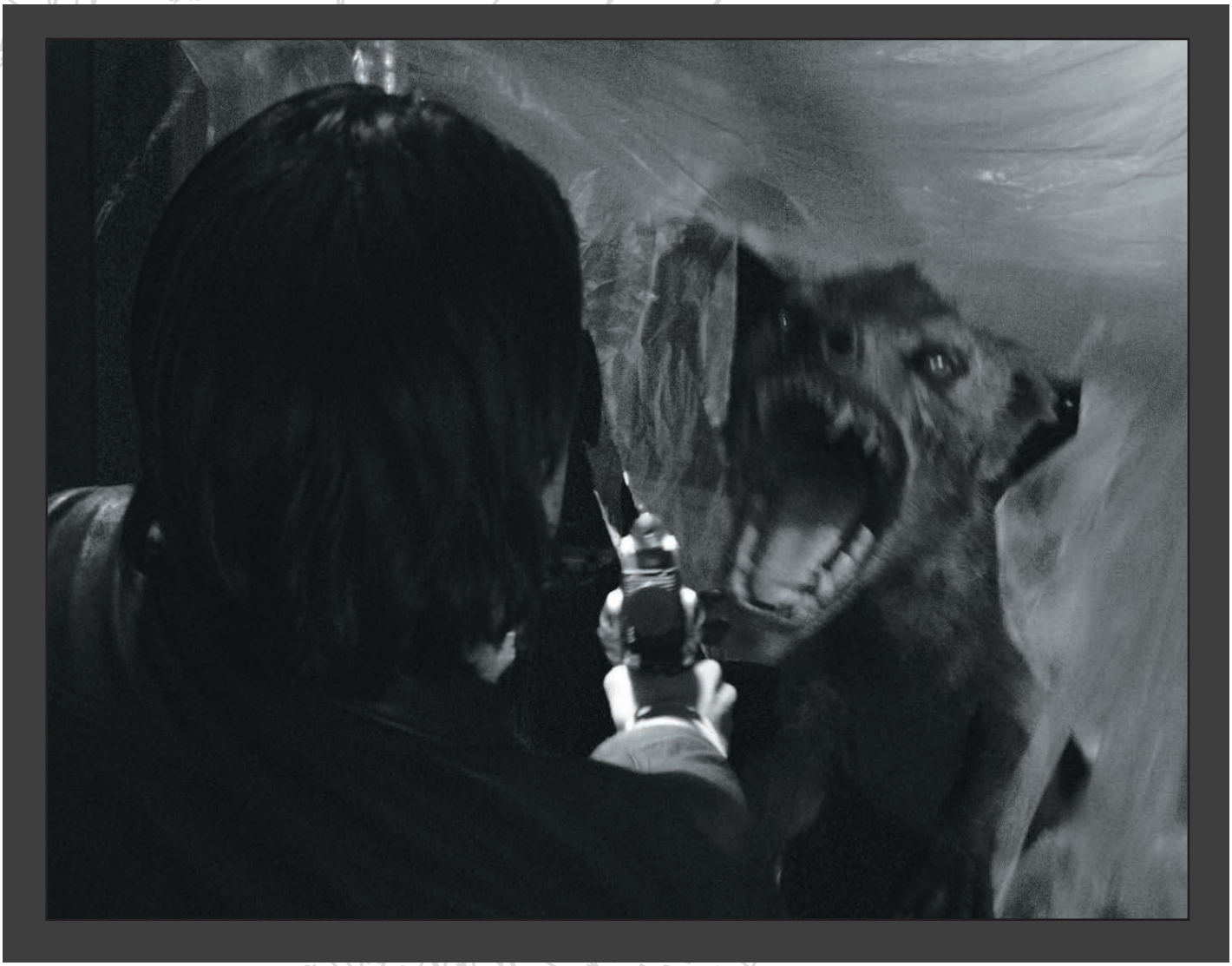
As a skilled roll, it looks like this:

Resolve + Technology (Bombs/Explosives) (Difficulty 10) – Opening the casing.

Resolve + Technology (Bombs/Explosives) (Difficulty 12) – Removing the fuse.

WHAT ABOUT TITANIA'S ANOMALY DETECTOR?

Exactly. The modified Anomaly Detector is there to signify the future adventures Titania will have with the characters. All of the detectors both the characters and their doubles came through with are accounted for. Of course, if the doubles think far enough ahead, the fact that Titania's detector still exists is very troubling. After all, it's from the timeline they're supposed to be erasing…



Resolve + Technology (Bombs/Explosives) (Difficulty 14) – Isolating the secondary trigger.

Resolve + Technology (Bombs/Explosives) (Difficulty 16) – Cutting the right wire.

There's also plenty of opportunity for ridiculous complications, such as:

Bird! The other characters must fend off the enraged Terror Birds, whose collars have been completely knocked out by the landslide, from the person defusing the bomb. Have them make another Resolve roll every turn to keep their cool.

Train! An oncoming train is minutes away from the siding. If it hits the bomb, the loss of life will be even larger. Increase every Difficulty by 2.

Anomaly! The bomb is very large and very, very magnetic. Even under a metre of rubble, the Anomaly is pulling it towards it. If the characters don't act in time, the bomb will go straight through to their headquarters. Increase every Difficulty by 3.

Dud! Or if you're feeling very sweet, have them remove the fuse, open the case and realise… the bomb's a dud. It was never going to explode at all.

Optional extra complication: Even after the birds, the chase, the fights and the bomb, if you wanted to you could keep toying with your characters. Have them return with the birds to the Natural History Museum and everything seem fine. This is the birth of the Cold War, and what's clear to Titania, Sir Matthew and Natalia Luchenko is that the characters know a lot more than they do, and knowledge is power. The group will initially be detained by Sir Matthew for

questioning and have to decide what, if anything, they're going to tell him. Of course if you wanted to be deeply horrible, you could have them begin negotiations with Sir Matthew only for Natalia to arrange for a Russian intelligence team to quietly spirit them away. They'll remain in London, at least at first, but this may well drive the group to desperate measures. The Anomaly home will only stay open for so long and the longer they negotiate, the less time they have to make it back through. This really does drive the adventure all the way sideways, especially if you have them smuggled out of the country – but it's an option and one you shouldn't be afraid to go with if you want to.

Once the bomb is defused and the birds have returned, the characters, or 'characters', get a chance to say goodbye to Titania. She and Sir Matthew are deep in discussion over her work but she embraces each character, wishes them well and assures them she'll meet them again. With a muttered thanks from Sir Matthew and the museum authorities, the group are free to go and return through the Anomaly.

9. Titania's Last Gift: Another option you could look at is that the adventure finishes where it starts, with the characters meeting a lawyer somewhere very unusual. Just as they're leaving the museum, a car screeches to a halt outside and a dishevelled man in a suit sprints out of it. He rushes up to them and tells them he has a message for them. If asked he'll say he's from the law firm of McDermott and Tait and that the message was left with the firm before the war, under the instructions of Doctor Mallory. He hands cards to the characters who've been replaced by their future selves. They read simply:

I know. You won't win. This is your one and only chance to come clean. May God have mercy on your souls. Because I have none for you, and neither will they when they come back for you.

Doctor Titania Iphigenia Mallory, 1st January

What the characters can do about this is entirely down to them. The lawyer knows nothing more than he's saying but the note itself is clear enough. Titania is writing to them with knowledge of the future, but from when? The characters have several courses of action, none of them good:

Kidnap Titania: It's relatively easy to wait around and then snatch her and take her back through the Anomaly. The only problem is: will this give the original characters an ally? The doubles must decide between capturing Titania (5 Temporal Damage) or letting her live, here and now, knowing she'll write to them in the future.

Kill Her: It's an incredibly cold blooded option but it's there. If they kill her, here and now, then everything leading up to the adventure, and everything involving Beatrice in the previous adventure, won't have happened. It's a massive paradox, causing an instant 10 points of Temporal Damage. Also, unless they're so cold blooded they're prepared to take her somewhere else and murder her for the good of their timeline, they're going to have to do it in the Natural History Museum, surrounded by British intelligence and the characters who haven't been taken.

Employ Her: If you've opted to turn the entire group, this is a real option. What if they just come clean, tell her the truth and offer to bring her aboard? She'd be allowed to go about her business, carry out her work, but she'd be aware of the future coming towards her, of things starting to change for the worse. Of course, she'd also have access to the worms and the aging suppressant. The thought of being able to explore forever is a very, very attractive one and if your group is inclined that way, a Faustian deal with Titania could be a lot of fun. Especially when the Dark Future loses.

Finally the group, or groups, leave. As far as the characters who haven't been replaced are concerned, they've made a valuable ally, discovered a little more about the history of the Anomalies and learnt far more than they wanted to know about Terror Birds. As far as the doubles are concerned, they've got sources of intelligence, they're successfully under cover and they're perfectly placed to begin disrupting the timeline.

And what of the other characters, the ones who've been replaced and taken through the Anomaly into the Dark Future while their doubles infiltrate the rest of the party? They'll have no choice but to escape, of course, no doubt opposed by the other evil doubles, the ones who stayed behind. Whatever happens, it promises to really shake up your Primeval campaign, and give you plenty of new idea for adventures in both the present day and the future!

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